**Eric Juneau**

[**www.ericjuneau.com**](http://www.ericjuneau.com) **·** **eric.juneau@gmail.com** **· (603)714-4537**

**Education:**

* **B.S. in Media Arts & Animation** (12/2007)

The Art Institute of California, San Francisco, CA

Focus on Modeling and Texturing

* **B.F.A. in Visual Communication** (05/2005)

Endicott College, Beverly, MA

Focus on Graphic Design and Animation

**Special Skills / Software:**

* 3D Modeler & Texture Artist, Motion Capture Technician, Visual FX, Render Wrangler, Motion Graphics, and Graphic Design
* Proficient in: Autodesk Maya & MotionBuilder, Substance Painter, zBrush, InstaLOD, UV Layout, ShaderMap Pro, Crazy Bump, Adobe (Photoshop, Illustrator, After Effects, Premiere, InDesign & Dreamweaver), PFTrack, Dynamixyz, PhaseSpace, Xsens, RenderPal, Smedge, DevTrack, Jira, and Microsoft Office
* Knowledgeable in: Unreal Engine 4, Nuke, Eyeon Fusion, CSS, and HTML
* Additional Experience: Assistant Producing, management & leadership, scheduling, and customer service

**Media Arts Experience:**

**Technical Artist/Motion Capture Manager – Pure Imagination Studios** Van Nuys, CA(04/2015 - Present)

* Body & face motion capture stage manager, motion capture database manager and pipeline assistant
* Unreal Engine 4 Real-time technician, model & texture artist, render wrangler and compositor

*Projects:*

* LEGO Hidden Side - [www.youtube.com/watch?v=7swPdF95C7Y](https://www.youtube.com/watch?v=7swPdF95C7Y)
* Alien Descent VR - [www.pistudios.com/portfolio/alien-descent-vr](https://www.pistudios.com/portfolio/alien-descent-vr/)
* Justice League: Battle For Metropolis - [www.pistudios.com/portfolio/justice-league-battle-for-metropolis](https://www.pistudios.com/portfolio/justice-league-battle-for-metropolis/)
* Warner Brothers - Batman: Dark Flight - [www.youtube.com/watch?v=89iEWGmUpbw&t=4s](https://www.youtube.com/watch?v=89iEWGmUpbw&t=4s)

**HD Graphics QA Tester - DirecTV Group**  El Segundo, CA (08/2013 – 02/2015)

* Testing of black box and white box with multiple set-top box; Samsung, Thomson, and Pace
* Use Linux to load new software on set-top box, generate logs and update test cases for developers to troubleshoot and resolving issues

**Freelance 3D Facial Tracking Animator - Game On Audio** Los Angeles, CA (09/2013-10/2013)

* Motion capture facial tracking animation and MotionBuilder cleanup for Thief.

**Digital Platform QA Analyst - Sony C.E.A.** Foster City, CA (01/2013 – 08/2013)

* Assess product functionality against quality standards on pre-release versions of PlayStation Home products and log issues for development team to review in concise written report formats

**Technical Artist/Motion Capture Technician - Pendulum Studios** San Diego, CA(01/2011 - 07/2012)

* Motion capture operator, facial tracking animator, assistant producer, 3D environment & character artist, render wrangler, compositor, and pipeline assistant [www.studiopendulum.com]

*Published Titles:*

* 3D4Medical - iYoga Premium
* Activision - The Amazing Spider-Man: Video Game
* Ubisoft - The Black Eyed Peas Experience
* Telltale Games - Jurassic Park: The Game
* SEGA - Captain America: Super Soldier Prologue Trailer
* SEGA - Thor: God of Thunder Prologue Trailer
* THQ/Volition - Red Faction: Armageddon in game cinematics

**Quality Assurance Analyst - Electronic Arts** Redwood City, CA (05/2008 - 12/2008)

* Tested games for bugs and gave weekly feedback on the progression of the game and its quality

 *Published Titles:*

* Sonic Chronicles: The Dark Brotherhood - Nintendo DS
* G.I. Joe - Nintendo DS
* The Littlest Pet Shop - Nintendo DS & Wii and PC