

ERIK MOODY

ANIMATOR

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PROFILE

Hi, my name is Erik and I have experience in 3D Modeling, Texturing, and Animation. I have worked on several projects where I have honed my skills as a 3D artist, creating environmental assets, props, and character animations. I am aspiring to be a character animator, so I am always pushing to learn more about animation in the hopes I can create a fluid and entertaining experience.

SKILLS

- 3D Animation
- Hard-Surface Modeling
- Organic Modeling
- UV Texturing
- Digital Drawing

TOOLS

- Autodesk Maya
- Adobe Photoshop
- ZBrush
- Substance Painter
- Unity
- Unreal Engine 4
- Perforce/SVN
- ClickUp

EXPERIENCE

3D ANIMATOR

SOMNAMBULIST | JAN 2020 - MAY 2020

- Rigged and Animated enemy characters i.e. walk/run cycles, attacks, idles, and death animations.
- Modeled and textured props and environmental assets i.e. player vambraces and larger-than-life toys used for platforming.

3D ANIMATOR

R9 INTERACTIVE | OCT 2019 - DEC 2019

- Rigged and animated all locomotion and abilities for the player character.
- Animated run for the enemy minions.
- Modeled a variety of environmental assets i.e. tents, towers, mineral resource, and the player character's spell book.

ENVIRONMENTAL ARTIST

QUIRKY GAMES | MAR 2019 - APR 2019

- Modeled and textured large map pieces to be used in the main platforming area.
- Modeled and textured crystals, stalagmites, rocks, and floating platforms that populate the level.
- Utilized a low-to-high poly pipeline by baking high resolution normal maps onto low poly meshes.

EDUCATION

BACHELOR OF ARTS, DIGITAL MEDIA - GAME DESIGN

UNIVERSITY OF CENTRAL FLORIDA | MAY 2020

-MINOR: INFORMATION TECHNOLOGY

ASSOCIATE IN ARTS, INFORMATION TECHNOLOGY

PASCO-HERNANDO STATE COLLEGE | MAY 2013