

# ERIC ECKHOUSE

🏠 11535 Rochester Avenue, #406, Los Angeles, California 90025 📞 310.488.6598  
✉ eckhouseeric@gmail.com 🌐 ericeckhouse.com

## 3D TECHNICAL / ENVIRONMENT ARTIST

### QUALIFICATIONS PROFILE

Creative and detail-oriented professional with broad-based experience in all aspects of 3D animation and modeling and game design. Demonstrate outstanding ability to develop innovative visual strategies; create complex models; and coordinate cross-functional teams. Exemplify outstanding ability to address and resolve various issues through methodical and analytical approaches. Exhibit solid technical skills in utilizing diverse cutting-edge tools and procedures to guarantee high-quality products and deliverables. **Core competencies include:**

*Low and High-Poly Modeling | Retopology | Model Unwrapping and Rendering  
Blueprint Design | Project Management | Client Services*

### PROFESSIONAL EXPERIENCE

Scary Dino Studio, LLC • Los Angeles, CA

**Game Designer | 3D Technical Artist**

**Apr 2018–Present**

- Demonstrate adeptness in developing concept art, weapons, game-play mechanics, 3D assets, lighting, level design, and game design document
- Directly supervise a team of artists and programmers

AcademIQ • Irvine, CA

**Technical Artist**

**Oct 2017–Sep 2018**

- Proficiently utilized Unreal Engine in creating lighting, levels, materials, textures, game models, post effects, and blueprint scripts, and in enhancing the game project
- Used Maya in generating animations for hint widgets, character, model, quest icons, and 3D assets; as well as Substance Painter 2018 and Adobe Photoshop in designing characters and other 3D assets

Lit Motion • Pasadena, CA

**3D Generalist | Independent Contractor**

**Apr 2017**

- Expertly recreated crime scenes utilizing Maya involving crime evidence, police report, and photos taken to present to the court as evidence
- Conducted rigged vehicles design for animation and 3D model and texture environments, as well as create the lighting

Big Block • El Segundo, CA

**Render Wrangler**

**Mar 2017–Apr 2017**

- Administered a render farm and provided reports on any errors with the renders using Dateline

Black Magic • Los Angeles, CA

**Environment Artist**

**Jun 2015–Feb 2017**

- Took charge of designing 3D buildings and props according to references given by the art director; unwrapping models using headus UVLayout; texturing assets using Substance Painter; and offering texture variations
- Rendered instruction to the Development Team in utilizing Substance Painter

### ADDITIONAL EXPERIENCE

Wzyant • Los Angeles, CA (wzyant.com)

**3D Game Artist/Production Tutor**

**Sep 2014–Present**

- Provide education to clients on using computer, Microsoft Office applications, Adobe Photoshop, and Maya, as well as on animation, Unreal Engine scripting and lighting, rigging, camera technology texturing, and scripting on Unity
- Initiate repair of clients' models utilizing Maya 2018, and unwrapped their models for City of Titans game

# ERIC ECKHOUSE

🏠 11535 Rochester Avenue, #406, Los Angeles, California 90025 📞 310.488.6598  
✉ eeckhouseeric@gmail.com 🌐 ericeckhouse.com

PVNet • Palos Verdes, CA

## Game Design Instructor

Jun 2017–Oct 2017

- Instructed kids on how to develop games using blueprints inside the Unreal Engine 4, as well as create, animate, and texture 3D model game assets using Substance Painter 2, Maya, and ZBrush

## SELECTED PROJECTS

**Project Name:** VR Environment–Black Magic

### 3D Environment Artist

June 2015–Dec 2015

**Overview:** A VR environment for Oculus Rift, which involved creation of all models while working with Black Magic Studios, an after-school program for current students and alumni

- Performed modeling of buildings, props, and streets based on real-world references
- Executed unwrapping of models and development of textures variations for the environments

**Project Name:** Paper Flight–Game Prototype (Class Warfare)

### 3D Technical Artist

Oct 2014– June 2015

**Overview:** A game from K to 12 where the player attends the West Wyng School; goes to homeroom to assemble and craft paper plane and weapons; and takes flight to lead classmates to victory in a dogfight mobile multiplayer

- Conducted game design from the ground up, from board game prototype to actual 3D game project, which included creating concept art, weapons, level design, game-play mechanics, programming, 3D assets, as well as game design document
- Oversaw a team of artists and programmers in developing classroom level

## EDUCATION

**Bachelor of Science in Game Art and Design:** 2016

The Art Institute of California, Santa Monica, CA

*Best of Quarter – Game Design and Gameplay and Environment Modeling  
Graduated with Honors*

**Bachelor of Science in Computer Animation and Illustration:** 2012

Lynn University, Boca Raton, Florida

*Graduated with Honors*

## TECHNICAL ACUMEN

Autodesk Maya/3ds Max | Quixel Suite | headus UVLayout | ZBrush | xNormal | Asana | Adobe Photoshop  
Substance Painter | Substance Designer | Unreal Engine 4 | Unreal Development Kit | Unity 3D  
Trello | P4V/ Perforce | Bitbucket | Tortoise SVN | GitHub | Source Tree  
Microsoft Office Suite (Word, PowerPoint, and Excel)

## VIDEOS

Eckhouse, E. (2016, Oct). *Substance Painter 2 Iray wireframe render tutorial*. [Video file]. Retrieved from [https://www.youtube.com/watch?v=sSVe\\_PPqaAk](https://www.youtube.com/watch?v=sSVe_PPqaAk)

Eckhouse, E. (2017, Mar). *Substance Painter 2 putting decal on correctly*. [Video file]. Retrieved from <https://www.youtube.com/watch?v=sl78aidOUQY>