

ERIC ECKHOUSE

3D ENVIRONMENT ARTIST 📍 LOS ANGELES, CA 📞 310-488-6598

◦ DETAILS ◦

Los Angeles, CA
310-488-6598
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◦ LINKS ◦

[LinkedIn Profile](#)
[Portfolio](#)

◦ SKILLS ◦

3D Environment Artist
Video Game Integration
3D Models & Retopology
Scripting & Programming
Low & High-Poly Modeling
Model Unwrapping & Rendering
Workflows & Project Management
Requirements & Scope Gathering
Videogame Design & Production
Artistic Styles & Matching
Equipment Rigging
Graphic Design & QA
Texture Art & Texturing
Realistic Environments
Training & Mentoring Staff
Collaboration & Teamwork
Visual & Technical Direction
Substance Painter & Designer
Architectural & Visual Solutions
Game Engines: Unreal, Unity
Art, Graphics, Sculpting: ZBrush,
Adobe Suite, Autodesk Maya, 3DS
Max, Quixel Suite, Headus UVLayout,
xNormal, Speed Tree
Source Control Software: GitHub,
P4V & Perforce, Bitbucket, Source
Tree, Tortoise SVN
Project Software: JIRA, Asana, Trello

📁 EMPLOYMENT HISTORY

3D Environment Artist at InMotion Software, Los Angeles, CA

2022 — Present

- Create 3D game assets and textures for the client
- Edit the client's level and create new levels
- Create solutions for bugs in for NBA 2k23

Augmented Reality Developer at Bechman Coulter, Los Angeles, CA

2021 — 2022

- Create training and documentation for medical devices, on the Scope AR application

Freelance 3D Production & Environment Art, Los Angeles, CA

2014 — 2020

- Engaged in online on-call tutoring and animation support, 3D modeling and rigging; provided workflows and demonstrations, helped on projects
- Provide education to 50+ clients on Maya and Unreal Engine for scripting, lighting, rigging, and camera technology texturing in Unity
- Collaborated on X-Games release (<https://xfest.xgames.com/#/>) with texturing and models of female and male characters including clothing, optimized texture page, all inside of unity
- Repair models in Maya, unwrap models for City of Titans game, 6-month project
- Supervise client progress, assist with 1-1 coaching and tutoring (Wyzant) and setting up GitHub, Git LFS, fix pipeline issues; project lengths range from 1 hour to 6+ months, sometimes supervising a group or team

Asset Builder at The Third Floor, Inc., Los Angeles, CA

2020 — 2020

- Designed 5+ modeling kits for asset libraries on future movie and game projects
- Updated 30+ models and materials for movie and game cinematics
- Pre-visualization and model prep for placeholders to ready assets for Unreal

Environment Artist at AcademIQ, Irvine, CA

2017 — 2018

- Created and developed lighting, animations, levels, materials, textures, game models, post effects and blueprint scripts, enhancing the educational game
- Generated animations for hint widgets, characters, models, quest icons and 3D assets using Maya, Substance Painter and Adobe Photoshop
- Collaborated with 5 programmers to expand more levels, including user interface and design, repairing bugs and fixing pivot points on models

Environment Artist (Intern) at Black Magic, Los Angeles, CA

2015 — 2016

- Designed 3D buildings and props according to specifications from Art Director
- Unwrapped 50+ models using Headus UVLayout; textured assets using Substance Painter; offered texture variations on 10+ props and pieces weekly

🎓 EDUCATION

BS, Game Art & Design, The Art Institute of California, Santa Monica, CA

Received Best of Quarter for Game Design, Gameplay, Environment Modeling

BS, 3D Computer Animation & Illustration, Lynn University, Boca Raton, FL

3D Art Courses, Gnomon School of Visual Effects and Games, West Hollywood, CA

Textures & shading for Games, Hard Surface Modeling. ZBrush for digital Sculpting