

# eric.thivierge

CHARACTER TD

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## Objective:

To strengthen my abilities as a 3D Artist and develop new skills while working on challenging and exciting projects.

## Skills

Character Rigging  
Plug-in Development  
Softimage ICE  
Character Animation  
Polygon Modeling

## Software:

Softimage XSI  
Maya 2008  
Pixologic ZBrush  
Adobe After Effects  
Adobe Premiere  
Adobe Photoshop  
Adobe Illustrator  
Adobe InDesign

## Programming:

Python  
PHP  
MySQL  
Javascript  
MEL

## Education

2008 Sheridan College, Post Graduate Certificate  
Digital Character Animation

2007 Rutgers University, Bachelor of Arts Degree  
Concentration in Computer Animation  
Graduated with Honors

## Other Experience:

CGWorkshop - Technical Direction in XSI with Python with  
Raffaele Fragapane, 09.2010

XSI Database.com - Founder for XSI resource database web site.  
Demonstrator for Softimage ICE, Siggraph 2008

Siggraph conference attendee 2006-2010

## Work Experience

06.2011 - 06.2011

### **SUPERFAD NYC**

Freelance Character TD

Tasks: Develop 2 character rigs for animated feature film for release in 2012.

01.2011 - 05.2011

### **RUTGERS UNIVERSITY**

Part-Time Lecturer, Character Rigging & VFX

Tasks: Developed curriculum for new class focussing on character rigging and basic particle effects. Instructing students on those topics while providing feedback to help further develop their skills in the 3D industry.

11.2010 - 06.2011

### **SPEAKEASY FX**

Technical Director

Tasks: Rigging of characters for Abby's Flying Fairy School Season 2, developed custom tools for automated rigging, render pass reconstruction, custom project hierarchy, tracking of project issues and providing support to the animation team.

09.2010 - 11.2010

### **PSYOP**

Freelance Generalist / Python Dev.

Tasks: Integrated in-house python project manager into Softimage. Developed a socket based system to send data from external application into Softimage and execute commands. Moved on to an ICE Particle project.

07.2010 - 08.2010

### **JANIMATION**

Freelance Generalist

Tasks: Custom tool development, Anim / Pose Library.

06.2010 - 07.2010

### **PSYOP**

Freelance Generalist

Tasks: ICE Particles, Facial Rigging for Bear

05.2010 - 06.2010

### **APPARATUS FX**

Freelance Generalist

Tasks: Character Rigging, ICE Particles, Animation

03.2010 - 03.2010

### **THE MILL**

Freelance Generalist

Tasks: ICE Strand setup and animation

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## Exhibitions

- 2007 Rusty Faces exhibited at F.E.U.L Gallery  
Philadelphia, PA
- 2005 Student/Faculty/Alumni show,  
Markheim Art Center, Haddonfield, NJ

## Awards & Honors

- 2009 Stash 63 for NBC's Community Intro
- 2008 3rd place, Siggraph Space-Time Animation Competition
- 2007 John J. Giannotti Award for excellence in visual arts.
- 2006 Undergraduate Research Grant Recipient,  
Rutgers University

01.2010 - 01.2010

### SPONTANEOUS

Freelance Generalist

*Tasks: Modeling and Rigging of Window Blinds*

12.2008 - 1.2010

### MODUS FX

Freelance Rigger

*Tasks: Creature rigging of an Apatosaurus*

5.23.2008 - 10.16.2009

### SPEAKEASY FX

Technical Director

*Tasks: Rigging, Modeling, Animation, Surfacing, Pipeline*

6.23.2008 - 12.31.2008

### RUTGERS UNIVERSITY

Part time Lecturer

*Animation Fundamentals, Animation I, Character Animation*