



Eric Wiley • (208) 761-4102
edubbya@gmail.com
ericcrosswiley.com



3D CHARACTER ARTIST

TOOLS:

- ZBrush
- Maya
- Blender
- Substance 3D Painter
- Marmoset Toolbag
- Marvelous Designer
- Unreal Engine 5
- Unity
- Perforce
- Photoshop
- InDesign
- Illustrator

SKILLS:

- 3D modeling
- Digital sculpting
- Hard surface modeling
- Retopology
- UV-ing
- Baking & texturing
- Concept design
- Traditional drawing and painting
- Graphic design and iconography

EXPERIENCE:

3D Character Artist • September 2024—December 2024

STUDIO POINT BLANK:

- Character artist for the in-game cinematics focused Studio Point Blank developing a short film as proof-of-concept for the studio.
- Concept-ed, designed, modeled, sculpted, retopologized, UV unwrapped and textured one of the two main characters featured in the film.
- Utilized Perforce to implement game assets into the UE5 project following established naming conventions.
- Worked closely with animators and tech artists to ensure character topology was optimized for use in the mocap animation pipeline.

3D Character Artist • December 2023—August 2024

CHROMA with *Dragonfly Games*:

- On the art team for CHROMA, a third-person roguelike shooter built in Unreal Engine 5.
- Concept-ed, designed, modeled, sculpted, retopologized, UV unwrapped and textured 3 robot characters.
- Utilized Perforce to implement game assets into the UE5 project following established naming conventions.
- Iterated on character design based on animator and lead feedback in order to refine performance.
- Designed logo, UI and iconography for the game.

3D Character Artist • December 2023—May 2024

PUPPET PALS:

- Concept-ed, designed, modeled, sculpted, retopologized, UV unwrapped, textured and created hair grooms for a virtual puppet character.
- Worked with a team of programmers to implement this puppet character into an educational real-time VR performance. The Puppet has the ability to be performed by a human actor wearing a VR headset.
- Utilized Perforce to implement game assets into the UE5 project following established naming conventions.

EDUCATION:

University of Central Florida • Florida Interactive Entertainment Academy (FIEA)

M.S. Interactive Entertainment, 3D Art, 2024

Pratt Institute

BFA Communications Design, emphasis in Illustration, 2010

SELECTED PRIOR EMPLOYMENT:

- **Workman Publishing**, Graphic Designer, 2014-2020
- **North End Organic Nursery**, Soil Delivery Driver and Yard Hand, 2021-2023
- Further employment history available upon request.