

BRIAN ERICSON

3D Artist

Email: Brian@moosefoo.com | Website: moosefoo.com

Education

Bachelor of Science - Digital Media

Utah Valley University; Orem, Utah – 3.7 GPA

Core Skills

- Teaching
- Adobe Photoshop
- Autodesk Maya
- 3D Modeling
- Unity 3D
- zBrush
- 3D Sculpting
- Animation
- Texturing
- Compositing

Employment History

Visual Effects Instructor

Art Institute of Salt Lake

2012-Present

Demonstrate to students through real world knowledge, how to create motion graphics and compositing utilizing Adobe and Autodesk products.

- Guided a student with no experience to getting a visuals effects position with a high end software company
- Play major role in a world class institution responsible for graduating and placing over 90% of students in their career field
- During my tenure with the institution I personally worked a project with HireVue demonstrating their latest product

Lead 3D Artist

MyRooms Inc.

2013-2014

In charge of art team for the creation and implementation of 3D assets into the MyRooms online platform

- Assisted in the asset production pipeline for texturing and modeling.
- Leading team to meet deadlines for asset release on MyRooms.com.
- Guiding the direction of asset organization and creation.

Owner

HoverBox Creative

2010-Present

Facilitated numerous projects for companies such as: HireVue, Urban Jeeper, and Brand Iconic.

- Created an animated short film from concept to finished video demonstrating HireVue's latest product
- Planned and implemented company branding, website, and product videos for Urban Jeeper
- Designed and created animated title sequences for conversations in film project

Sr. Artist

Funium LLC

2011-2012

In charge of creating game assets from concept to finished product.

- Created all 3D clothing for male and female characters in Family Village Facebook game
- Designed and constructed architectural buildings for players to place in game
- Color corrected, rendered, and implemented all game assets

Animator

SmartBomb Interactive, Salt Lake City, UT

2011-2011

Placed in charge of creating and implementing animation and rendering of online gaming assets.

- Rendered large list of character assets for Animal Jam- online game of over 1,000,000 users
- Animated complex moving parts such as characters holding balloons or wearing wings
- Brought life to multiple characters for National Geographic Kids TV spot

Jr. Artist

Alpine Studios

2010-2011

In charge of creating environment game assets for Facebook platform.

- Created 3D environment pieces for genealogy Facebook game.
- Designed various style buildings to fit the style Alpine desired.
- Rendered and lit assets to completion.