

# Eric R. Huang

(510)456-5000 • ericrhuan@gmail.com

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## Objective

To obtain a job as a character animator in a challenging, team-oriented environment.

## Summary of Qualifications

- Solid understanding of animation principles.
- Unique blend of experience in computer animation from both an engineering and artistic perspective.
- Knowledge of the feature animation production pipeline and experience with their deadlines.

## Experience

**Animator**, January 2009 – Present

**Bungie Studios – Kirkland, WA**

- Animated in-game characters for the upcoming game, *Halo: Reach*

**Apprentice Animator**, June 2008 – December 2008

**Reel FX Creative Studios – Dallas, TX**

- Animated characters for various *Madagascar 2* Commercials, *Kung Fu Panda* animation tests, and *Webosaurus*

**Computer Animation Teaching Assistant**, September 2007 – March 2008

**University of Washington – Seattle, WA**

- Taught a small group of undergraduates exercises in basic animation
- Responsible for assisting students with projects (in Maya) including: NURBS/Polygon Modeling, UV unwrapping/Texturing, Rigging, Animation, Lighting
- Involved in scene planning, digital cinematography, animation, animatics, and rendering techniques

**Software Engineering Internship**, March 2006 – September 2006

**IBM Corporation – San Jose, California**

## Education

**B.S., Computer Science**, December 2007

**University of Washington**, Seattle, WA

GPA: 3.6 (University of Washington Dean's List Scholar)

**Coursework:** Digital Imaging, Computer Graphics (Ray Tracing, 3D Hierarchical Modeling, Animation Curves, 2D Image Processing), Computer Animation (3D Modeling, Shading, UV Texturing, Lighting, Rigging, Character Animation), Life Drawing, Computer Vision

## Awards

- CGSociety's Uplift Universe Challenge: Animation Award and Team Video Excellence Award, **July 2008**  
Entry: *Coffee Break* -  
[http://features.cgsociety.org/challenge/uplift\\_universe/player.php?entry\\_id=91312](http://features.cgsociety.org/challenge/uplift_universe/player.php?entry_id=91312)