

ERIC HALL

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SOFTWARE

- Zbrush
- 3D Studio Max
- Maya
- Quixel Suite
- Substance Painter
- Substance Designer
- Unity
- xNormal
- Photoshop
- Agisoft PhotoScan

EDUCATION

Schuler School of Fine Arts 2008-2010
Baltimore, Maryland
Figurative Sculpture and Classical Realism

University of Baltimore 2007-2009
Baltimore, Maryland
Bachelor of Science, Cum Laude
Simulation and Digital Entertainment

Community College of Baltimore County 2004-2007
Essex, Maryland
Associates of Arts
General Studies

EXPERIENCE

Character Artist 2013- Present
BreakAway Games Hunt Valley, Maryland
-3D Modeling
-Zbrush Sculpting
-Texturing
-Character work for Medical Simulation
-Rigging and vertex weighting
-Substance Designer and Painter texturing

Freelance Artist 2015-Present
Playful Corp. McKinney, Texas
-Environment and Character work
-Zbrush Sculpting
-Retopo, UVs, and Bakes
-Rigging and vertex weighting
-Game worked on : Creativerse, Super Lucky's Tale, Unannounced Title

Lead 3D Artist 2009-2013
Direct Dimensions Inc. Owings Mills, Maryland
-3D Modeling/Digital Sculpture
-Cleaning Scan Data
-Texturing
-Concept Art/Illustration
-Character Sculpting for Match Moving
-Films/TV worked on: Black Swan; MIB3; The Dictator; The Secret Life of Walter Mitty; Night at the Museum: Secret of the Tomb; Grown Ups 2; Noah; Birdman; The Smurfs 2; Grown Ups 2; The Amazing Spiderman 2; Teenage Mutant Ninja Turtles