

# ERIC HALL

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## SOFTWARE

- Zbrush
- 3D Studio Max
- Quixel Suite
- Substance Painter
- 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

**Freelance Character Artist** 2015-2016  
*Playful Corp. McKinney, Texas*  
-3D Modeling  
-Zbrush Sculpting  
-Game worked on : Creativerse

**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