

LISA MARIE ERICKSON

URL: www.lisamarie.biz

COMPUTER KNOWLEDGE

Maya
3Ds Max
Photoshop
Illustrator
After Effects

Vue xStream
Dreamweaver
Flash
Quark
Final Cut / Premiere

Zbrush
Pro Tools
Final Draft
Microsoft Office

*-Up to Date on
Software releases*

*-Proficient on
PC / Mac Platforms*

*-References furnished
upon request*

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WORK EXPERIENCE

Infinity Drain, NY

Animation for multiple
shower drain installations
and Compositing

01/11 - 07/11

-2D / 3D Design Realization
Artist for Demonstration

Worlds Away Productions, Ltd.

Saturday Night Live 2000's
"Time and Time Again"

08/09 - Present

-3D Modeling and Placement
2D Roto, Color Correction,
and Compositing

Huntik Commercial
Crime 360 Episodes
"Oh Brother", "Overkill"

01/09 - 03/09

-3D Character Modeler
-3D Prop Modeler and
Animatic Animator

Bread Design ltd, NY

"Lotless" Commercial

11/08- 02/09

-3D Logo Design
-Commercial Design/Realization

Applied Visions Inc, NY

"Project SimBLEND"

10/07- 02/08

-3D Design/Realization for
Game Trailer

EDUCATION

School of Visual Arts

2002 - 2008

BFA Computer Animation

CE Web Design, Graphic Design, Fantasy Illustration

Stonybrook University

2000

Classical Theatre Training / "MacBeth"

Suffolk Community

1998 - 2000

AS Performing Arts / Production Design

ACHIEVEMENTS

- * Production Design Training / PA Experience w/ Worlds Away
- * Stage Combat Training, Self-Scripting and Performance Direction
- * Black Belt and former Assistant Instructor, Tae Kwon Do
- * 9 year member of Sign Language Club, SL soloist
- * Novelist and Screenwriter, completed works, unpublished



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PROGRAM CAPABILITIES

- **Maya**
 - *Output renders for design and animation sequences
 - *Digital Sculpture: Hard-edged and Organic
 - *Animation (Pose-to-Pose/Straight-ahead) and basic Mel Scripting
- **3Ds Max**
 - *Versatility in both Hard Edge / Soft Edge Modeling Approaches
 - *Basic Animation and Curve Editor Skills
 - *Understanding of Material Editor and working with UV layouts
- **Photoshop**
 - *3D Texturing by photo manipulation and freehand painting
 - *Photographic retouching and compiling for 2d Illustration
 - *Alpha Mattes, Path Masks, Blend Modes, and Color Correction
- **Vue xStream**
 - *Fluid navigation through the basic Interface
 - *Building and Editing Material Layers in Material Editor
 - *Terrain Editor, importing and customizing terrain
 - *Customizing plants and ecosystems
 - *Working with integration of Maya and Max.
- **Illustrator**
 - *Integration of Custom Built Paths into Maya
 - *Vector based typography, logo, and graphics
 - *Preliminary motion graphics for Post Production
- **After Effects**
 - *Rotoscoping, Keyframing Effects, and Composition Nesting
 - *Post-work on Maya, Photoshop, and Illustrator File Imports
 - *Movie and Image-sequence Rendering
- **Dreamweaver**
 - *Executing both fixed and fluid layouts
 - *Flexible in Design/Code mode with Strict/Non-Strict Application
 - *Integration of Php, CSS, and Flash
- **Flash**
 - *Interface and Button Design, organizing a symbol library
 - *Instance modification
 - *Animation and incorporation of 3d/2d Applications
- **Quark**
 - *Assembling files, formatting text and images for publishable booklets and/or presentation documents
- **Final Cut/
Premiere Pro**
 - *Footage Capturing and Editing
 - *Setting up renders for numerous forms of video compression

-Other Applications include Vue xStream, ZBrush, ProTools, Final Draft, and Microsoft Office-