

Eric M. Mikula

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SPECIALTIES

- Character animation
- Rigging and MEL scripting
- Cloth, hair, and particle simulation
- Modeling and texturing (basics)
- Compositing and editing

EXPERIENCE

Freelance Character Animator / Generalist

Mar 2011 – Present

Calabash Animation
Chicago, IL

- Toony character and text animation for 15 to 30 second TV spots.
- Rigging, lighting, rendering, texturing, effects, and hair simulation.

Credits

Trix - To Lose, Biker
Lucky Charms - Rainbow, Zodiac, Vault
Cocoa Puffs - Tiki

Freelance Animator / Rigger

Sep 2011 – Mar 2012

True Light Media
Orlando, FL

- Rigging and toony character/ text animation for display on stadium JumboTron.

Credits

Texas Rangers - Justin Boots
Miami Marlins - Billy Marlin transitions

Freelance Character Animator / Rigger / Effects

June 2010 – Sep 2011

Campus Crusade for Christ
Orlando, FL

- Animating hyper realistic characters for three to five minute webisodes.
- Rigging characters and props using both setup machine and manual techniques.
- Adding ncloth simulations and occasional particle effects.

Credits

Archivo Cero - Episodes 1 - 7

Character Animator / Rigger / Effects

July 2007 – Feb 2009

3DH Entertainment
Celebration, FL

- Toony character animation for five to ten minute shorts, while managing, organizing, and directing others in production.
- Occasional rigging, modeling, compositing, MEL scripting, and editing duties.
- Led a team of five animators for a short that debuted at Movieguide Awards '09.

Credits

3DH - The Starfish Thrower, The Push, Appleworms, The Big Winner
Webnet Global - Webnet presents 3DH technologies
Movie Guide - Movieguide Awards '09 Intro

EDUCATION

Bachelor of Science Degree in Computer Animation

Jan 2005 – May 2007

Full Sail University

Winter Park, FL

- Graduated Valedictorian.
- Developed technical, teamwork, and leadership skills on a variety of in-class projects.
- Trained in various software and operating systems such as Windows, Linux, and OS X.
- Received two Course Director's Awards for outstanding performance in animation.

Partial Education in Software Engineering Degree

Aug 2003 – April 2004

University of Michigan - Dearborn

Dearborn, MI

- Received full credit in Calculus and Physics level 3 courses.
- Received additional training in computer science (C++).

High School Diploma

Aug 1999 – June 2003

Walled Lake Central High School

Commerce Township, MI

- Graduated Summa cum Laude with above 4.0 GPA.
- AP courses taken for physics, calculus, and computer science.
- Additional courses taken for Cisco and Novell certifications.
- Received highest honors in Mathematics.
- Awarded National Honor Society highest honor.

SOFTWARE EXPERIENCE

- AutoDesk Maya (6+ years)
- AutoDesk 3ds Max (<1 year)
- AutoDesk Motion Builder (<1 year)
- Adobe Photoshop (6+ years)
- Adobe After Effects (3+ years)
- Apple Shake (3+ years)
- Final Cut Pro (2+ years)
- Microsoft Office Suite (9+ years)

ADDITIONAL SKILLS

- Organized and responsible.
- Strong communication.
- Willfully exceeds expectations.
- Highly adaptable and versatile.
- Creative problem solver.
- Strong blend of technical and artistic skill.

REFERENCES

Available upon request.