

Gregory A. Eichholzer

geichholzer[at]gmail.com

<http://portfolio.fuzzyacorn.com>

<http://fuzzyacorn.tumblr.com>

OBJECTIVE

Create usable and fun interfaces as a UI Artist.

EXPERIENCE

2012 – Now

Artist 1, Kabam, Inc., San Francisco, CA <www.kabam.com>

Develop and prepare UI artwork for Front-End Engineers in Unity with NGUI. Illustrate objects/items to be used in game. Animate UI elements in Unity. Create Logos for projects. Work closely with lead artists, engineers and production to deliver assets on schedule. Collaborate with engineers to deliver the most efficient art as possible. Concept art for Steel Shard Baby Dragon in Dragons of Atlantis. Animate Steel Shard Baby Dragon in Dragons of Atlantis.

2011 - 2012

Artist Intern, Kabam, Inc., San Francisco, CA <www.kabam.com>

Work with lead artists, animators, producers to create in-game assets for social gaming applications. Work within constraints of a game engine. Create concepts and paint items, with Photoshop, to be imported into the game. Follow style guidelines established by lead artists, and communicate progress and ideas with team mates. Participate in daily art reviews, listening to critiques and offering critiques to co-workers.

2010 - 2011

Flash Animator, Lolapps, Inc., San Francisco, CA <www.lolapps.com>

Work with lead artists and animators to animate in-game assets for social gaming applications. Develop efficient animations that work within constraints of a game engine. Create concepts and paint items, with Photoshop, to be imported into the game and used in promotion of the game through facebook. Follow style guidelines established by lead artists, and communicate progress and ideas with team mates.

2003 - 2008

Animator/Task Manager, Animotion, Inc., Syracuse, NY <<http://www.animotioninc.com>>

Developed scenes from scripts/storyboards into final animation notably for Dora the Explorer: Dance to the Rescue (Atari) and The Fairly OddParents!: Shadow Showdown (THQ); supervised interns tasks.

2006 - 2008

Webmaster, Cazenovia College, Cazenovia, NY <<http://www.cazenovia.edu>>

Updated, and managed the Cazenovia College public websites via an ASP.net CMS (dotnetnuke); developed XHTML, CSS, and Flash for the design and layout of cazenovia college websites; collaborated with the Director of Communications to ensure the website reflects the strategic marketing plan; lead a group of departmental web editors.

2005 - 2006

Support Specialist, Cazenovia College, Cazenovia, NY

Assisted students and faculty with hardware/software questions (PC/Mac); assigned projects to engineers via ticket system; upgraded/installed/repared (PC/Mac) computer hardware and software; maintained laser and inkjet printers; monitor smart classrooms.

EDUCATION

- 2007 - 2011 **MFA** (candidate), Animation/VFX
Academy of Art University, San Francisco, CA
- 2000 - 2004 **BFA**, Visual Communications
Cazenovia College, Cazenovia, NY
- 2000 - 2002 **AAS**, Graphic Design
Cazenovia College, Cazenovia, NY

SOFTWARE

Flash, Photoshop, After Effects, Illustrator, Unity 3d, Maya, HTML, CSS, Actionscript

VITA

Games

- 2013 Dragons of Atlantis (Kabam, Inc.) UI Artist, Animator, Illustrator
2012-13 Dark District (Kabam, Inc.) UI Artist
2011-13 The Godfather: Five Families (Kabam, Inc.) UI Artist, Animator, Illustrator
2010 Critter Island (Lolapps, Inc.) Animator
2010 Ravenwood Fair Llolapps, Inc.) Artist/Animator
2007 Wedding Dash (PlayFirst) Background Artist (Animotion, Inc.)
2005 Dora the Explorer: Dance to the Resuce (Atari) Animator (Animotion, Inc.)
2004 The Fairly OddParents!: Shadow Showdown (THQ) Animator (Animotion, Inc.)
2004 Nicktoons Basketball (ValuSoft) Animator (Animotion, Inc.)
2003 Scooby-Doo! Case File #2: The Scary Stone Dragon (Riverdeep) Animator (Animotion, Inc.)

Websites

- 2008 <<http://cazalert.cazenovia.edu>> Webmaster, Designer, Front-End
2007 <<http://www.syracuseeoc.com>> Designer, Front-End (ICTG,Ilc.)
2007 <<http://www.cazenovia.edu/athletics>> Webmaster, Designer, Front-End
2007 <<http://www.cdtcad.com>> Front-End (ICTG,Ilc.)
2007 <<http://www.gianellisausage.com>> Designer, Front-End (ICTG,Ilc.)
2006 <<http://www.cazenovia.edu>> Webmaster, Designer, Front-End
2006 <<http://www.giffordfd.org>> Designer, Front-End (ICTG,Ilc.)
2006 <<http://www.brownlie.com>> Front-End (ICTG,Ilc.)

TV Spots

- 2006 Go Rock Yourself, Lazer 103 (Copy Connections) Animator (Animotion, Inc.)

Personal Projects

- 2006 Nuts Director/Animator
- 2011 Picky Eater Director/Animator/Character Designer/Layout Designer/Voice/Sound
Editor/Compositing