

# eric digilov

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## objective

To obtain a position as a Character Animator

## experience

### Animator

3/29/11 - present

*Brainzoo Studios*  
Van Nuys, CA

- Game cinematic and commercial animation for Activision, EA, LucasArts, Mattel and Spinmaster
- Projects included: Skylanders: Spyros Adventure, Star Wars Kinect, Stratego

### Junior Freelance Generalist

7/27/09 – 2/2010

*XY3D*

*Palo Alto, CA*

- Create high quality realistic and cartoony animation
- Model and rig characters and props
- Rig and animate characters for the game system Zeebo
- Animate characters and props for companies such as Sprint, Ideum and deClarity

### Animation Intern

6/12/09 – 7/24/09

*XY3D*

*Palo Alto, CA*

- Assist leads in animation, modeling, rigging, lighting and compositing in a professional pipeline setting

### Freelance Animator/Illustrator

2/2010 - Present

- Create high quality animation for commercials and short films
- Design and paint posters and merchandise for bands

## education

### Academy of Art University

2004 - 2009

*BA in Character Animation*

- Selected through demo reel to be in the Pixar class taught by Pixar animators Michal Makarewicz and Matt Majers
- Completed advanced 3D and traditional Animation courses taught by animators from ILM, Pixar, PDI/DreamWorks, and Laika
- Completed several figure drawing, painting, and sculpting classes, as well as numerous acting workshops

## skills

- Autodesk Maya, 3D Studio Max, Adobe Photoshop, Illustrator, Flash, Vue 7.5-8, MS Office
- Strong foundation of traditional animation and principles
- Strong illustration, color and design skills