

Erik Westlund

4324 E. Irving Circle
Tucson, AZ 85711
erikwestlund@gmail.com
919-961-9549

Portfolio available at: www.ewestlund.com
Blog: pushingposes.blogspot.com

Curriculum Vitae**Education**

2005 MFA Computer Art, Savannah College of Art and Design (SCAD), Savannah, GA

1992 Continuing Studies Course in Advertising Design taught by Jared Fast, Fast & Associates, Maryland Institute College of Art, Baltimore, MD

1991-1992 Course Work in Desktop Publishing Applications, Catonsville Community College, Catonsville, MD

1987 BFA, General Fine Arts, Maryland Institute College of Art (MICA), Baltimore, MD

Teaching and Art Related Experience

2007-present Animation Instructor; The Art Center Design College, Tucson, AZ
Develop and deliver curriculum in Maya/3D Fundamentals, 3D Environments, CG Lighting and Rendering in Maya and Mental Ray, 3D Character Setup, Traditional 2D and 3D CG Character Animation, Collaborative 2D Animation Project, and Personal Animated Short Film Development. Write, Illustrate and Design PDF and printed tutorial materials for instruction in 3D Character setup using Maya version 7.0 and later. Instruct Print Production for Graphic Design and Illustration students in Visual Communication Department.

2007 Accelerating Productivity with MEL Scripting, three one-day seminars; School of Communication Arts, Raleigh, NC
Outline basic programming concepts while introducing how to learn and use Maya's Embedded Language (MEL) for increased 3D animation pipeline productivity.

2006-2007 Animation Program Coordinator; School of Communication Arts, Raleigh, NC (Concurrent with position of Instructor of Animation)
Coordinate and document curriculum and syllabi development; interview instructor candidates, recommend hiring, and manage schedules for department of six faculty. Research textbooks and materials. Document curriculum for accreditation purposes. Coordinate graduation and exhibit events with other academic departments. Assist Registrar and Director of Education with student schedule and course work progress. Present department, goals, structure, and priorities for industry advisory board. Communicate department progress with School Director.

- 2006 ZBrush Club; School of Communication Arts, Raleigh, NC
Ran weekly club for animation students as introduction to ZBrush modeling and texturing environment, special presentations of uses that compliment a Maya 3D modeling and animation pipeline.
- 2005-2007 Instructor of Animation; School of Communication Arts, Raleigh, NC
Develop and deliver curriculum in Maya/3D Fundamentals, 3D Organic and Hard Surface Modeling, UV Layout, Texturing, Lighting, 3D Character Setup, 3D Character Animation, Motion Graphics, Story Development, and Portfolio Development.
- 2005 Game-Mod Club, School of Communication Arts, Raleigh, NC
Co-organized weekly club with Aaron Cracium. Reviewed basic concepts of character design, level design, asset management, and game play, while exploring Autodesk gMax, Unreal 2004 Engine, and the Unreal Level Editor.
- 2003-2005 Computer Support Specialist I; Computer Services, SCAD
Provided Mac OS X systems and support for faculty, staff, and classroom lab facilities. Installed, repaired, and replaced Apple hardware, OS, and application software, daily maintenance of classroom labs, scanners, and networked printers. Supported hundreds of computers located in labs and individual offices for Foundations, Sculpture, Athletics, Student Union, Professional Services, Performing Arts, e-Learning, Art History, and Sequential Art networked across twelve separate buildings.
- 2003-2005 Private Tutor in Graphic Design/Print Preproduction; Savannah, GA
One-on-one arranged tutoring for SCAD graduate student seeking additional help with Adobe Illustrator, Adobe Photoshop, and Quark Xpress. Tutoring covered basic computer graphics concepts, digital print pre-production, multi-page layout, type-setting, color correction, and color separation.
- 2004 Remote Freelance 2D character animation; "Sophie" project, Little Bean Productions, Smyrna, GA
Collaborated with another animator to design, draw, animate, color, and composite music video for a children's' entertainment company. Researched technical options for extremely low-budget project, developed capture rig, automated coloring process, and completed several hand drawn character sequences.
- 2003 Teaching Assistant, 2D Animation Final Project I and II; Computer Art, SCAD
Assisted Professor Becky Wible in teaching 2D Animation Studio II class. Assisted with planning, lecture, and class critiques for 10-week course. Reviewed concepts, planning, and goals of independent student projects. Developed written course material on the use of 2D animation software, digital file management, understanding graphics formats, and digital archiving. Supplied additional written material on subjects relating to theory and practice of sound design for film and

animation and using audio documentary resources for story development. Presented demonstration of using Adobe After Effects for 2D animation.

2003 Remote Freelance 3D Character Rigging (Maya); Sensing Places, Boston, MA
I created character setups for supplied models provided by advanced media and animation startup company founded by graduate of MIT. Consulted with production manager regarding animation pipeline and technical requirements for project objectives as they apply to creating individual character performances.

2001-2002 Computer Lab Assistant; Computer Art Department, SCAD
Assisted Students with software and hardware in advanced 3D animation labs. Submitted written problem reports for IT support staff. Assisted hardware and software installation, maintenance, and relocation.

1999-2000 Graphic Design; Network Publications, Inc., Hunt Valley, MD
Created single and multi-color 1-page adds, designed logos, designed several issues of restoration trade magazine including cover design, multi-page layout, special inserts in one, two, and four-color process. Developed improved methods for pre-flighting client submitted digital assets.

1995-1999 Digital Prepress; French Bray, Inc., Glen Burnie, MD
Electronic pre-flighting of print jobs, digital imposition, trapping, and color correction for one, two, four, and four+ color print jobs. Created camera ready art, vector and raster recreations of client art, film output from digital files, die-cuts, 8/16/32 page impositions, and all aspects of pre-press for direct-to-plate printing in a high-end, multi-platform, PostScript work flow.

1994-2000 Freelance Graphic Design; typesetting, and illustration; Baltimore, MD
Created original designs, artwork, or edited work for clients ranging in size from small to fortune 500.

1991-1993 Educational Assistant; Woodbourne Day School, Baltimore, MD
Assisted special educators in managing classroom, employing structured behavior modification program, and teaching k-12 curriculum in level-5 intensity program for severely emotional disturbed inner city children ages 10-14.

1987-1989 Slide Library Assistant; Media Resources Collection, Art History Department, Maryland Institute College of Art, Baltimore MD
Assisted Media Resources Collection with mounting and cataloging of art history slide library collection that was being expanded from 30,000 to 100, 000 items.

1985-86 Martial Arts Instructor, Prince Georges County Parks & Recreation, Laurel, MD
Instructor teaching adult beginning classes in Tomiki Aikido, general fitness, and self-defense.

1982-1983 Martial Arts Instructor, United Martial Arts, Columbia, MD

Instructor teaching adult beginning classes in Tae Kwon Do, general fitness, and self-defense.

Interests

cinema, fine art, piano, voice, martial arts, history

References

Lucy Ringland
3200 Ringland Road
Raleigh, NC 27613
919-676-4459
919-614-0778 (cell)
lpringland@gmail.com
ringland@intrex.net

Marx Myth
Art Director, 3D Solv
9421 Dawnshire Road
Raleigh, NC
919-847-9349 (home)
www.marx-myth.com
<http://marxmyth.cgsociety.org/gallery/>

Sonia Cooper Weeks, PhD
5917 Tall Pines Court
Youngsville, NC 27596
919-219-5358 (home)

Special Skills Software

Advanced skills: use of Maya 7.0 for 3D character animation, 3D character setup, 3D modeling, UV Mapping; After Effects 6.5; Photoshop CS, Illustrator CS, and Quark Xpress for all aspects of multi-platform computer print pre-production environment; Mac OS X terminal command-line and system support, Experienced in: Maya Embedded Language (MEL), Maya 7.0 dynamics and particle effects, ZBrush 2.0, digital stereo and surround sound design using Pro Tools 6.2, Windows 2000/XP, Microsoft Office applications, multi-page layout and design using Quark Xpress, motion design; Familiarity with Houdini 8.0 particle operations, Shake 4.0, InDesign CS, HTML, Flash MX 2004, Linux GUI and command-line interfaces

Special Skills

story development/storyboarding, figurative drawing, acting for animation, ability to apply 12-principles of animation in 2D and 3D work-flows, ability to automate repetitive tasks, ability to merge creative concepts with practical application, ability to work with difficult and stressful deadline situations, ability to manage, motivate and train others; ability to present complex technical information in a coherent, patient, and useful manner; ability to work with students who have special needs; ability to document college curriculum for academic accreditation purposes.

Honors

2006 First recipient of School of Communication Arts Outstanding Faculty Award
2003 “Monster Man” animation featured on SCAD Animation Department Website
2002 “Watch What You Say” included on SCAD 2002 demo reel
2002 “Watch What You Say” included on SCAD Animation Gallery Website
2002 “Watch What You Say” nominated for \$5000 award sponsored by HBO Films
1983 First place, Artistic Achievement Award, 6th Congressional District, Maryland
1983 one of thirteen MD art students included in Suburban Bank 1983 Calendar

Exhibitions and Screenings

2002 “Watch What You Say”, Savannah Film Festival; Savannah, GA
2002 “Watch What You Say”, Downstream International Film Festival; Decatur, Georgia
2002 “Watch What You Say”, Portland Indy Animation Festival; Portland, OR
2003 “Watch What You Say”, DC Independent Film Festival; Washington D.C.
2003 “Watch What You Say”, Sidewalk Film Festival; Birmingham, AL
1995 Group Fine Art Exhibit, City Hall; Baltimore, MD
1988 Group Painting Exhibit, Eubie Blake Cultural Center; Baltimore, MD
1983 Group Painting Exhibit, US Congressional Building; Washington D.C.