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WILLING TO
RELOCATE FOR
EMPLOYMENT!

3D CHARACTER ARTIST

TOOLS:

- ZBrush
- Maya
- Blender
- Substance 3D Painter
- Substance 3D Designer
- Marmoset Toolbag
- Marvelous Designer
- Unreal Engine 5
- Unity
- Perforce
- Photoshop
- InDesign
- Illustrator

SKILLS:

- 3D modeling
- Digital sculpting
- Hard surface modeling
- Retopology
- UV-ing
- Baking & texturing
- Concept design
- Traditional drawing and painting
- Graphic design and iconography

EXPERIENCE:

3D Character Artist • March 2025—Present

Moonstone Games:

- Modeled, sculpted, retopologized, UV unwrapped and textured a cast of “Chibi”-stylized characters for this upcoming cozy crafting game geared towards a younger audience.
- Created Master Materials in Unreal Engine to be used by the entire team with a focus on efficiency, variability, and customization entirely in-engine.
- Utilized Perforce to implement game assets into the UE5 project following established naming conventions.
- Worked closely with animators and tech artists to ensure character topology was optimized for use in the mocap animation pipeline in addition to ensuring the polycount on the characters was at the correct level for ultimate performance.

3D Modeler and Product Designer

Black Flow Reality:

- Designed and modeled a VR Styled prototype headset for a startup company focused on next-gen, multi sensory experiences based upon loose project descriptions and AI generated concept art.
- Headset was designed to be 3D printed and assembled without adhesives or additional hardware and to accommodate the specific dimensions of the iPhone 17 in addition to the Epic X Emotiv device.

3D Character Artist • September 2024—December 2024

STUDIO POINT BLANK:

- Character artist for the in-game cinematic focused Studio Point Blank developing a short film as proof-of-concept for the studio.

- Concept-ed, designed, modeled, sculpted, retopologized, UV unwrapped and textured one of the two main characters featured in the film.
- Utilized Perforce to implement game assets into the UE5 project following established naming conventions.
- Worked closely with animators and tech artists to ensure character topology was optimized for use in the mocap animation pipeline.

3D Character Artist • December 2023—August 2024

CHROMA with *Dragonfly Games*:

- On the art team for CHROMA, a third-person rogue-like shooter built in Unreal Engine 5.
- Concept-ed, designed, modeled, sculpted, retopologized, UV unwrapped and textured 3 robot characters.
- Utilized Perforce to implement game assets into the UE5 project following established naming conventions.
- Iterated on character design based on animator and lead feedback in order to refine performance.
- Designed logo, UI and iconography for the game.

3D Character Artist • December 2023—May 2024

PUPPET PALS:

- Concept-ed, designed, modeled, sculpted, retopologized, UV unwrapped, textured and created hair grooms for a virtual puppet character.
- Worked with a team of programmers to implement this puppet character into an educational real-time VR performance. The Puppet has the ability to be performed by a human actor wearing a VR headset.
- Utilized Perforce to implement game assets into the UE5 project following established naming conventions.

EDUCATION:

University of Central Florida • Florida Interactive Entertainment Academy (FIEA)

M.S. Interactive Entertainment, 3D Art, 2024

Pratt Institute

BFA Communications Design, emphasis in Illustration, 2010

SELECTED PRIOR EMPLOYMENT:

- **Workman Publishing**, Graphic Designer, 2014-2020
- **North End Organic Nursery**, Soil Delivery Driver and Yard Hand, 2021-2023
- Further employment history available upon request.