

Eric Ronay

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13 years of experience in the game industry. Over 30 projects with credits on 11 published titles. With strong management and organizational skills I am able to take any idea from pre-production to final.

Skills: Lead Artist, Tech Artist, 3D animator. Familiar with all aspects of production
3D Studio Max, Maya, PhotoShop, Premier, After Effects, Excel, and Word

Hi5: August 2009 - September 2009

Contract Modeler

-Organized Crime: Low Poly Mapping and Modeling

Backbone Vancouver: August 2004 - February 2009

Senior Artist

-Diner Dash: Lead Artist (soon to be released on XBLA, PSN and WiiWare)

-Sonic Rivals 2: Lead Artist (Credited)

-Monster Lab: Laid groundwork for production pipeline. (Credited)

-Activision Hits Remixed: Finalized art assets for publication. (Credited)

-Sonic Rivals: Designed and oversaw creation of Sonic specific level building tools and art pipeline. (Credited)

-Shadowborne: Character animator on unpublished N-Gage title. (Credited)

Backbone Emeryville: 2003 - 2004

Lead Artist, Technical Artist, Animator

-The Incredibles: Escape from Nomanisan Island: (Credited) Winner of the 2005 Interactive Achievement Award for Best Downloadable Game

-The Incredibles: When Danger Calls: (Credited)

Cinematico: 2002 - 2003

Technical artist, Animator

-Chronicles of Riddick: Escape from Butcher Bay: (Credited)

-Xmen: Legends: (Credited)

ImaginEngine: 2002

Technical Artist, Animator

-Zoombinis Island Odyssey: (Credited) Winner 2003 Bologna New Media Prize for outstanding children's interactive media.

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Mondo Media: 2002 - 2003

Technical Artist, Animator, Modeler

- Happy Tree Friends:** Created 3D models for the 13 principle characters from the original 2D art. This work was used as reference for toy creation.
- WWE:** Character setup for Vince McMahon and Goldberg.
- Def Jam Vendetta:** Character setup for in game cinematics and marketing shots.
- Lord of the Rings FOTR:** Character setup for press cinematics.
- RTCW: Enemy Territory** (Credited) In game cinematics.
- Red Faction 2:** (Credited) In game cinematics.
- Summoner 2:** (Credited) In game cinematics.

Treanor Brothers Animation: 1999 - 2002

Technical Artist, Animator, Modeler, Producer

- True Crime Streets of LA:** E3 2002 Teaser Trailer
- Xmen: Mutant Academy:** In game cinematics.
- Xmen: Next Dimension:** In game cinematics.
- Run like Hell:** (Credited) In game cinematics.
- James Bond License to Kill:** E3 2001 Teaser Trailer.
- EA Tiger Woods 2001:** Lead Animator Mocap cleanup.
- Land Before Time PC game:** In game cinematics.
- Mattel Barbie Adventures:** E3 2000 teaser trailer.
- Army Men 2:** In game cinematics.

Mondo Media: 7/98 - 10/99

Technical Artist, Animator, Modeler

- Nerf Arena Blast:** Some character animation and cycle editing.
- Starfleet Command:** Ship Modeling
- Undercover:** (Credited) In game cinematics.
- Mechwarrior 3:** (Credited) Featured in the "Best of the Best" game cinematics at GDC 1999

Visionary Media Inc: 8/96 - 5/98

Technical Artist, Animator, Modeler

- Star Trek First Contact:** Cancelled Star Trek title.

Education:

Computer Arts Institute of San Francisco: Certificate of Completion

Don Bosco Technical Institute: AS Degree Construction

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Direct links to portfolio videos.

Sonic Rivals 2 Trailer

<http://www.youtube.com/watch?v=mJ9CWOS7I7Q>

Sonic Rivals 2 Racing

<http://www.youtube.com/watch?v=k3CVnrB6kms>

Sonic Rivals 2 Battle Mode

<http://www.youtube.com/watch?v=xby1YV6BPLk>

The Incredibles: Escape from Nomansian Island (Coming Soon Trailer)

<http://www.youtube.com/user/Lunac2369#play/all/uploads-all/1/dcDEjFZSBfE>

2003 Reel

<http://www.youtube.com/user/Lunac2369#play/all/uploads-all/0/mW0g7quXfjI>

Original Mechwarrior 3 Intro (Unpublished)

<http://www.youtube.com/user/Lunac2369#play/uploads/2/wxKR2ZYAHBI>

Neverwinter Nights fan art reel

<http://www.youtube.com/user/Lunac2369-play/uploads/3/ZeVX0IOTERg>