



Eric Maslowski

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SUMMARY OF QUALIFICATIONS

Highly motivated, creative, and versatile professional with seven years of teaching experience at two major universities. Proficient with novice and advanced techniques used in all aspects of digital content creation for entertainment, educational, or scientific purposes. Demonstrated talent for analyzing problems and creating inventive solutions. Committed to excellence in teaching and increasing the student's ability to surpass industry expectations.

AREAS OF EXPERTISE

Teaching and Leadership

- One of 17 globally recognized Autodesk 3D Studio Max Certified Trainers. The only in the Midwest.
- 7 years of experience teaching the digital arts classes to graduate and undergraduate students at two major universities.
- 4 years as professional consultant and trainer for corporations and industry professionals.
- 8 years teaching digital content creation workshops for students, faculty, and staff at the University of Michigan, Michigan State University, and Schoolcraft College.
- Mentored numerous High School and College students learning 3D Studio Max.
- Created a successful online community including several hours of free video tutorials to help those learning the digital arts.
- Lead programmer, artist, and developer for several federally funded projects involving terrorist simulations and training of medical first responders in virtual environments.

Technical Proficiency

- Expert knowledge of 3D Studio Max and Photoshop, including 10 years industry experience creating digital models and animation. Experience with scripting both packages as well.
- Experienced in developing content for use on innovative devices similar to those found in IMAX theatres, Virtual Reality centers, and military simulators.
- Vast experience integrating middleware products and developing application frameworks intended for use in game development.
- Proficient in match moving, image modeling, compositing, and other techniques used by leading edge film and television VFX houses.
- Formally trained on Vicon motion capture systems with 3 years of mocap experience.
- Strong ZBrush detailing and texturing skills including elegant integration with 3D Studio Max.

(over)

Artistic & Design

- Proficient 3D modeler with demonstrated talent of high and low polygon techniques.
- Keen sense of color theory and composition.
- Competent Illustrator, sketch artist, and sculptor with experience in many mediums.
- Thorough understanding of many aspects of digital content creation including video editing, compositing, interactivity, audio production, and digital photography.

Additional Skills

- Developed independent games part-time as artist, programmer, and designer.
- Established cartoonist with experience in merchandising of designs.

PROFESSIONAL AFFILIATIONS

- Active member of: International Game Developers Association (IGDA), ACM SIGGRAPH, CGSociety, PixelCorps, and SemaFX.

EDUCATION & CERTIFICATION

B.A. with a major in Telecommunications and emphasis on Virtual Environment Design, Michigan State University, East Lansing, Mich. (2000)

Autodesk Certified Trainer – 3D Studio Max, Autodesk Inc. (2005, 2006)

EMPLOYMENT HISTORY

Autodesk Inc.

Consultant, Trainer
San Rafael, California (2005 - present)
<http://www.autodesk.com>

University of Michigan 3D Lab, University of Michigan

Graphics Programmer / 3D Artist / Teacher / Web Master / R&D Technician
Ann Arbor, Mich. (2000 - present)
<http://um3d.dc.umich.edu>

M.I.N.D. Lab, Michigan State University

Graphics Programmer / 3D Artist / Teacher / Web Master / Senior Designer
East Lansing, Mich. (1998 - 2000)
<http://www.mindlab.org>

Additional Clients and Employers

- Schoolcraft College – Teacher
- Stryker Medical - Instructor / Consultant
- Ford Motor Company - Designer / Illustrator / 3D Artist
- Kids Learning in Computer Klubhouses (K.L.I.C.K.) - Teacher, 3D Modeling
- Michigan State University - Teacher, Graduate Level Computer Graphics
- University of Michigan Enriching Scholarship Program - Teacher, 3D Modeling
- Digital Media Design Institute - Teacher, Game Modeling
- Invest Learning - Graphic Illustrator
- Universal Studios – Artist / Consultant

references furnished upon request