

Eric Remboldt

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OBJECTIVE To combine my creative, artistic, computer skills to develop exciting, successful productions for your company.

PERSONAL I am a very fast learner with great precision and productive artistic abilities. Enjoy working and having fun with others, I am always anxious and excited to learn new programs and techniques.

SKILLS - Programs– Unity, Maya, 3D Studio Max, Adobe Photoshop, Adobe Flash, Adobe After Effects, Perforce

Programming Languages – C#, PHP, MYSQL, HTML, CSS

EMPLOYMENT

02/11 - Present Caterpillar: 3250 E Highway 44 #200, Rapid City SD 57703 App Development / 3D Modeler:

I have led a group of artist and programmers to build various departments inside Caterpillar to handle applications for marketing, various studies, training, and trade shows. My teams take engineering data and convert them to polygonal models for various use cases inside 3DsMax, Maya, and Unity. We create content for and author to HTC Vive - utilizing Leap Motion, HTC Focus 3, Oculus Quest, Microsoft Hololens.

06/06-04/10 Rapid City Journal: 507 Main St. Rapid City, SD 57701 Web Programmer/ Flash Ad Artist:

Creating new technology for Flash Ads while bringing new technology and functionality to the Rapid City Journal Website. Web development and php programming and MySQL database setup and integration. 06/04-04/06 Freelance Artist/Programmer:

06/01-06/04 n-Space: 7035 Grand National Drive, Orlando, FL. 32812 World Builder / Computer Graphic Artist:

Part of a cutting-edge team helping to start up and design new games for production.

- Mary Kate & Ashley: Sweet 16 - Playstation2 and Gamecube

10/96-6/00 Electronic Arts-Tiburon Entertainment: 2301 Lucien Way, Suite 395, Maitland, FL. 32751 - Telephone: (407) 838-8000 3D Modeler/Computer Graphic Artist:

Have been involved in creating a very exciting team in the gaming industry. Working as a lead artist for the past few years in the background/stadium department of the company, as well as creating 2D logos, 3D Player Models, 3D Football stadiums, High res cinematic, and full motion video editing. Creating hit games such as:

- Madden 97 - Sony Playstation and Sega Saturn
- Madden 98 - Sony Playstation and Sega Saturn ☐ Madden 64 - Nintendo 64
- NCAA Football 98 - Sony Playstaion
- Madden 99 - Sony Playstation, Sega Saturn, Nintendo 64 & PC
- NCAA Football 99 - Sony Playstation
- Madden 2000 - Sony Playstation, Sega Saturn, Nintendo 64 & PC
- NCAA Football 2000 - Sony Playstation ☐ Madden 2001 - Playstation 2

EDUCATION 3D Computer Art & Animation School of Communication Arts Minneapolis, MN May 1995 - November 1995