

Eric Spiker

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OBJECTIVE

To learn and grow as an animator within a studio environment.

WORK EXPERIENCE

Griptonite Games

03/15/10 ~ Present

Animator

- Assigned animation sequences for various game mechanics.
- Taking and giving feedback, keeping up with demands of both quality and due dates.

Baker's Supermarket

03/21/06 ~ 02/20/10

Customer service / accounting

- Using people skills and body language to handle customers
- Multitasking with quick decisions in a hectic business environment

SKILLS

Adobe Photoshop
Autodesk Maya

Strong grasp of Animation principles
Traditional Art Background

Corel Painter
Knowledgeable with PC & Mac

EDUCATION

- **AnimationMentor.com**

Diploma in Advanced Character Animation Studies

01/15/10

Anthony Wong
Bryan Engram
Mike Belzer
Bret Parker
Cal Brunker
Kevin Koch

Pixar
ReelFX
Disney
Pixar
Redrover
Dreamworks

Summer 08
Fall 08
Winter 08
Spring 09
Summer 09
Fall 09

AWARDS & HONORS

- Nominated for student choice personality walk for Animation Mentor
- Figure studies hung in HotShops art gallery