Eric Kron

Art & Design
www.pixelprefect.net

Contact

(262) 893-5663

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www.pixelprefect.net

Skills

Creative and Technical

game-ready assets; 2D & 3D graphics and animations video, film & audio recordings armed combat choreography illustrations and tech drawings character, costume, and set designs; visual & sound effects inventions & digital prototypes patents and trademarks

Hardware and Software

Autodesk Maya & Mudbox
Unreal Engine and Unity 3D
Substance Painter, Adobe
Photoshop & After Effects
Marvelous Designer, Fusion 360
Topogun, xNormal, Toolbag
Final Cut Pro, Premiere
Canon, Bolex, Arriflex, Fostex
Wacom Intuos, Misriah M6

Education

Carnegie Mellon University, Pittsburgh, PA   Spring 2015
Masters of Entertainment Technology

University of Wisconsin, Madison, WI   Summer 2010
Bachelor of Arts in Communication Arts - Radio, TV, & Film

Academic Projects

YETI: Youth Education Tundra Initiative

- Brought the wilderness and wildlife of Alaska to tablets in classrooms
- Sculpted intricately detailed models and optimized assets for mobile devices
- Built environment compressing vast landscapes into condensed game loop
- Awarded Best Serious Game at 2015 Joint Conference on Serious Games

Slot Car Island

- Sponsored by Electronic Arts to create an intuitive racing game for families
- Final product sold to EA, intended for release on a connected TV service
- Created vibrant art and animations to appeal to children and facilitate simple but engaging interactions

Building Virtual Worlds

- Collaborated with five teams to build game prototypes in less than 3 weeks
- Qualified for 3D and 2D roles and specialized in character art and animation
- Confronted design challenges on Occulus Rift and Kinect platforms
- Maintained aggressive pace to produce quality assets on short schedules

Delinquent Fuse

- Independently created 3D animation, through every phase of production
- Modeled, rigged, textured, and animated all characters, props, and setpieces

Work Experience

Intellectual Property Master, Backdraft Aerodynamics   2010-Present

- Assist the design and construction of a stem to stern aerodynamic system for semi trucks and trailers, improving fuel economy by as much as 30%
- Create computer models for simulation, demonstration, and promotion
- Render animations and technical drawings from precise 3D models, exactingly scaled and detailed down to every last rivet
- Author claims and specifications, draft figures, and file applications with the USPTO, with two published patents and three pending