



Eric Gjertson

3D Artist

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404-493-8390

SOFTWARE EXPERIENCE

Autodesk Maya
Zbrush
Substance 3D Painter
Substance 3D Designer
Adobe Photoshop
Adobe After Effects
Adobe Premiere
Blender
Unreal Engine
Marvelous Designer
Nuke

MILITARY BACKGROUND

Supervisor: (2016-2018)
After four years of service, acquired leadership skills while being responsible for the training and supervision of two other personnel.

Radar Technician (2012-2016)

Operated and maintained multi-million-dollar weapons defense system (FCS).

SUMMARY OF QUALIFICATIONS

3D artist specializing in 3D modeling, rigging, texturing, and animation. Prime focuses are on modeling, sculpting, and rigging 3D characters. Secondary focuses are modeling and texturing 3D environments.

WORK EXPERIENCE:

Fathom 7 Digital Studios

May 2022 – October 2023

3D Character/Environment Artist

FILMS AND COLLABORATIONS:

Cow (2022) – Directed by Wendy Wai Yi Kong

- 3D character asset artist

Crossing Over (2022) - Directed by Gabi O. Fernandes

- 3D texture artist (hard surface)

Ed's Extradimensional Excursions (XR Experience)

- 3D character artist
- 3D texture artist
- 3D rig artist

EDUCATION:

Savannah College of Art and Design: BFA in Animation
Summa Cum Laude

January 2019 – June 2022

Curriculum concentrated on 3D modeling, surfacing, character rigging, visual effects, life drawing, and character design.

CERTIFICATES:

CGMA: Character Creation for Film and Cinematics

October 2023 – December 2023

AWARDS:

Navy and Marine Corps Achievement Medal:

- Received for repairing ship's 400Hz Power Supply system during deployment, ensuring ship's equipment stayed online.