

Eric Schnell

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WORK EXPERIENCE

Schnell 3D Inc.

July 2015 – Present

Freelance CGI Artist

New York, NY

- Nine years utilizing skills in modeling, texturing, and lighting for projects in film, television and commercials
- Specializes in creating realistic high-end 3D models, working with the software Maya, including
 - Models a variety of assets, including vehicles, electronics, appliances, props, and set extensions
 - Coordinated projects with over 200 unique assets, each requiring precision and individual attention
 - Created hyper-realistic spacecraft models for use in a multi-national immersive experience theater
- Expertly and promptly delivers various CGI products to dozens of clients, including Marvel Studios, Verizon, and Johnson & Johnson

Charlex

June 2013 – June 2015

Staff CGI Artist | January 2014 – June 2015

New York, NY

- Created high-quality 3D models for use in commercials and nationwide advertising campaigns
- Clients included major food brands, health insurance providers, and telecommunications companies

CGI Intern | June 2013 – December 2013

- Prior to promotion as CGI Artist, was responsible for assisting on tasks including modeling assets, texturing and lighting scenes, and compositing/editing the rendered images

School of Visual Arts

September 2010 – December 2012

Computer Art Lab Assistant

New York, NY

- Was responsible for the daily management of the computer labs
- Managed the renting of lab equipment to students and faculty
- Solved technical difficulties regarding computer lab equipment & software, students' projects, and miscellaneous faculty needs

New York Public Library

September 2009 – May 2010

Library Aide

New York, NY

- Responsible for organizing and reshelving books, as well as assisting library patrons with questions and problems regarding their research

EDUCATION

School of Visual Arts

May 2013

Bachelor of Fine Arts | Computer Animation & Visual Effects

New York, NY

SKILLS, INTERESTS, & LANGUAGES

▪ **General Skills:**

- Photo & Video Editing | Expert knowledge of tools and software for photo and video editing
- File Management & Organization | Exceptional skills in naming conventions and attention to detail
- Digital Scanning & Archiving | Created a framework to scan and archive over 250 handwritten letters
- Genealogical Research | Advanced knowledge of industry-standard tools, resources, and methodologies

- **CGI Skills:** Modeling & Texturing, Retopologizing & Model Cleanup, Lighting, Rendering, Compositing, Asset Management & Optimization

▪ **Software Experience:**

- Expert: Photoshop, After Effects, Autodesk Maya, Nuke
- Moderate: Final Cut, Houdini, Substance Painter, Speed Tree, Shotgrid

- **Interests:** Astronomy & Astrophotography, Film, Video Games

- **Languages:** English (Native), German (Fluent/Advanced)