

**Eric Maki**  
**Sr. Character Artist**

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**GAMES:**

**Mobile Strike, Game of War, Crystalborn, World War Rising, Final Fantasy 15: A New Empire** (iOS and Android). **Asgard's Wrath** (Oculus Rift), **Spyro 3** (PS4), **Skylanders: Imaginators** (PS4/Xbox One, WiiU, PS3/360), **Call to Arms** (iOS), **Universal Monsters Online** (PC), **Drawn to Life** (Wii), **Universe at War** (PC/360), **Saint's Row 2** (PS3/360), **Saint's Row** (360)

**SOFTWARE/ENGINES:**

Modo, 3D Studio Max, Maya, Photoshop, Zbrush, Substance Painter, Mari, xNormal, 3D-Coat, Unity, Unreal, Perforce.

**EXPERIENCE:**

**MACHINE ZONE**, Palo Alto, CA

**SENIOR 3D ARTIST** – November 2018 to July 2020

Created 3D character, creature, environment and prop assets for Mobile Strike, Game of War, Crystalborn, World War Rising, Final Fantasy 15: A New Empire (iOS and Android)

- Created 3D character, creature, environment and vehicle assets for live mobile games
- Created high resolution and low resolution models.
- Created textures for new in-game assets.

**SANZARU GAMES**, Foster City, CA

**SENIOR CHARACTER ARTIST** – March 2017 to November 2018

Created character, creature, environment and prop assets for Asgard's Wrath VR title (Oculus Rift) .Also created environment art assets for Spyro 3 Remastered (PS4)..

- Created a wide array of realistic assets using Zbrush, Maya, Modo and Substance Painter.
- Set up models, materials and Blueprints in Unreal Engine.
- Working with proprietary tools for developing real-time cloth and fur (Neoglyphic Neofur and Marvelous Designer)

**FREELANCE**, Oakland, CA

**FREELANCE AND INDEPENDENT ARTIST** - October 2016 to February 2017

Created assets for WWE (PS4, Xbox One) and Dota 2 workshop (PC).

- Created assets to fit within existing pipelines and technical requirements (high poly to low poly pbr pipeline).
- Created assets for Dota 2 Steam Workshop environment (high poly to low poly pbr pipeline).
- Dota 2 content creation includes painting concepts, modeling, texturing, skinning, exporting and marketing of assets.

**TOYS FOR BOB**, Novato, CA

**SENIOR CHARACTER ARTIST (CONTRACT)** - September 2015 to September 2016

Created character assets for Skylanders: Imaginators (PS4, Xbox One, Wii U, Xbox 360, PS3).

- Created posed, high poly Zbrush models for toy production.
- Created in-game versions of playable and enemy characters (high poly to low poly pbr pipeline)
- Created in-game assets for extensive "create your own Skylander" character creation system (high poly to low poly pbr pipeline)
- Created high poly and in-game enemy assets using Zbrush, 3D Studio Max, Modo and Photoshop. Also utilized 3D-Coat for texture painting.

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**GREE INC.**, San Francisco, CA

**SENIOR CHARACTER ARTIST** - March 2013 to May 2015

Created 3D assets for mobile games.

- Created a wide array of real-time 3D models and textures for mobile platforms (characters, buildings, vehicles, props and terrains).
- Created high resolution models for baking to real-time meshes and textures using Zbrush, Maya and Modo. Unity was used with image based lighting solution.
- Created subdivision models and texture maps for rendered sprite assets.
- Worked with art directors to achieve visual goals of characters and environment assets.

**BIGPOINT INC.**, San Francisco, CA

**SENIOR CHARACTER ARTIST** - January 2011 to December 2012

Created character models for Universal Monsters Online (PC).

- Modeled, unwrapped and textured characters and weapons using Maya, Zbrush, 3D-Coat and Photoshop.
- Worked with design and art director to test various stylized looks for the game varying from cartoon based to realistic.
- Established character pipeline and artistic treatment of models and textures.
- Worked with character TD to simplify rig sharing for NPC characters.

**PLANET MOON STUDIOS**, San Francisco, CA

**SENIOR CHARACTER ARTIST (CONTRACT)** - August 2010 to December 2010

Worked on character customization system for an unannounced Xbox 360/Wii title.

- Modeled, retopologized, unwrapped and textured characters and clothing using Maya, Zbrush and Photoshop.
- Created character customization pipeline.
- Worked closely with design, engineering and animation staff to fulfill game-play and rigging needs.

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**UNDERGROUND DEVELOPMENT**, Redwood City, CA

**SENIOR CHARACTER ARTIST** - August 2009 to February 2010

Created character models for Band Hero 3 and Guitar Hero 7 prototype stage. (360/PS3).

- Modeled, unwrapped and textured characters using Studio Max, Zbrush and Photoshop.
- Explored character model, texture and shading variants to distinguish a fresh new look for the Hero brand.

**PLANET MOON STUDIOS**, San Francisco, CA

**SENIOR CHARACTER ARTIST** - October 2008 to July 2009

Created all creature and character models for the title Drawn to Life: The Next Chapter (Wii).

- Modeled, unwrapped and textured characters, creatures, props and pickup items using Studio Max and Photoshop.
- Modeled, unwrapped and textured many level.
- Worked closely with design and animation staff to fulfill game-play and rigging needs.

**PETROGLYPH GAMES**, Las Vegas, NV

**ARTIST** - June 2007 to October 2008

Created textures, models and effects for Universe at War (PC/360), a UAW expansion (PC/360) and Mytheon (PC).

- Modeled, unwrapped and textured buildings, props and playable units using Studio Max, Photoshop and Zbrush.
- Created unit and level effects using an in-house effects tool and Photoshop.
- Created destruction states and LODs for buildings, units and other level objects.

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**VOLITION INC**, Champaign, IL

**CHARACTER ARTIST** - May 2004 to May 2007

Created character models and textures for Saint's Row (360) and Saint's Row 2 (360/PS3).

- Modeled, unwrapped and textured characters using Studio Max, Photoshop and Zbrush.
- Created facial morph targets for story characters and pedestrians who were used in both cut-scenes and ambient city animation.
- Created characters for player customization, cinematics and unique models, all of which are rendered with in-game engine.

**EDUCATION & TRAINING:**

**HUMAN ANATOMY FOR ARTISTS, WITH SCOTT EATON**, Online Workshop – February 2014 – April 2014

**CREATURE DESIGN WORKSHOP, WITH JORDU SCHELL**, Anatomy Tools Workshop, Alameda, CA – October 2011

**BACHELOR OF FINE ARTS, PAINTING**, Massachusetts College of Art, Boston, MA