

ERIC DING

UNREAL TECHNICAL ARTIST | PERFORMANCE CAPTURE SPECIALIST

Brooklyn, New York

e.ding@nyu.edu

408-799-8139

TECHNICAL SKILLS

UX Design Opti Track Motion Capture
Python/C++ Virtual Production

SOFTWARE

Autodesk Maya /Mobu Blender
Unreal Engine 5 DaVinci Resolve

EDUCATION

Masters of Science, Integrated Design and Media 2022 – 2023
Bachelor of Science, Integrated Digital Media 2019 – 2022
Minor in Computer Science
Graduate GPA: 3.8

New York University Tandon School of Engineering, New York City

- University Honors Scholar
- Dean's List 2019-2020, 2021-2022, 2022-2023

PROJECTS AND EXPERIENCE

NYU, 370 Jay St. Media Commons | Brooklyn, NY — Production Assistant Fall 2022

- Calibrated OptiTrack Motion Capture rooms with Motive as well as calibrated Manus gloves
- Coordinated with other departments to build out the storage areas for media equipment
- Provided training and assistance to those utilizing the media commons rooms and equipment

Labyrinth – Thesis Short Film | Brooklyn, NY — Student Fall 2022 – Spring 2023

- Reached out and interviewed creative directors, technical artists, and virtual production supervisors
- Created scripts, storyboards, and pitch visualizations to show the creative direction of the short film
- Produced a short film five minutes and thirty seconds long with motion capture and Unreal Engine 5
- Regularly documented and presented progress to thesis instructor, project advisor, and 17 peers

Sideways MV | Unreal Engine 5 – Brooklyn, NY — Technical Artist/Director Fall 2022

- Built three worlds in Unreal Engine 5, setting up cameras, lighting, props, and the landscape
- Creating dynamic materials that were easily customizable to fit theme of the music video
- Worked alongside a Composer and a Creative Director, modifying the worlds with feedback
- Documented and presented progress and project outlines to professor and 30 peers

Games 2 Unite LLC, Ubuntu Game – Remote — Senior Game Development Intern Spring 2022

- Developed an online board game about multiculturalism, neurodiversity, and social identities
- Collaborated with other interns and manager to build out a playable version of the game
- Checked in weekly and presented updates and changes, received feedback and critique