

Eric Roth

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Experience

DreamWorks Animation, Nov. 2003 to present

Lead Lighter/Composer: Me & My Shadow; Madagascar 3: Europe's Most Wanted; Puss in Boots; Shrek Happily Ever After; Kung Fu Panda; Madagascar 2; Flushed Away; Over the Hedge; Shark Tale

- Developed the look for "Me & My Shadow"; established Nuke pipeline and 2D to 3D integration.
- Integral part of establishing the Nuke pipeline for the studio after switching from proprietary software.
- Oversaw a team of five lighters for "Madagascar 3": worked closely with art director, communicated notes to team and ensured deadlines were met efficiently.
- Managed 120-shot sequence on "Puss in Boots", including a team of 12 lighters, to complete an effects driven, action sequence.
- Taught multiple training sessions to educate artists on compositing theory, new developments with software, and the integration of the DreamWorks pipeline with Nuke.

ESC Entertainment, Sept. 2002 to Oct. 2003

Composer/Lighter: The Matrix Revolutions

Matchmove/On-set Survey: The Matrix Reloaded

- Collected survey data on set using digital equipment and compiled measurements for lighting reference.
- Worked on pre-vis, lit and composited shots.

Industrial Light + Magic, Oct. 2000 to Apr. 2002

Layout Artist: Star Wars: Episode II

Matchmove Artist: Star Wars: Episode II; Men in Black II; The Mummy

- Worked closely with VFX supervisor to develop layout for Jango Fett fight sequence.

Skills

- Strong creative and oral communication skills
- Excel at managing a large team of artists and ensuring deadlines are met
- Highly effective problem solver with the ability to develop new tools
- Deliver high-quality work under pressure
- Strong diplomatic skills, ability to implement feedback efficiently
- Highly organized and detail-oriented
- Highly proficient in stereoscopic tools and development

Applications and Software

Extensive experience with Maya, Renderman, Nuke, Shake, Houdini, Photoshop, Unix/Linux and numerous proprietary software

Education

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| Graduated 1998 | New York University
Certificate in Advanced Digital Applications |
| Graduated 1995 | Syracuse University, School of Visual and Performing Arts
BA in Fine Arts (Graphic Design) |