

Erick Schiele

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[Linkedin](#) / www.ErickSchiele.com

Creative Technologist Blending Design, CG Animation and Storytelling:

Experienced Digital Artist Merging Art Direction, Advanced CG, and Storytelling Across Films, TV, AR/VR & UX/UI

PROFILE

I am a highly accomplished and experienced creative technologist and digital artist with a distinguished career spanning over 25 years in the entertainment industry. As an alumnus of NYU's TISCH Graduate School for Design, I seamlessly blend my foundational skills in art direction with advanced computer graphics and storytelling that provides me with a unique perspective in my body of work. I have created and supervised compelling visuals for a wide variety of films, TV series and Commercials, AR / VR, and UX/UI projects and have a strong proficiency with a wide range of software and toolsets.

I've demonstrated exceptional passion for both collaboration and creativity and I am always looking for new opportunities to further merge my diverse skill sets and artistic pursuits.

EXPERIENCE

Occlusion VFX | September 2023 – October 2023 3D Artist / Generalist “Blink 182 Video”

- Build set pieces for six VFX shots
- Tools used: Maya, Substance Painter and Designer, Redshift.

OM e-Trading | March 2023 – August 2023 UX/UI Designer

- Partnered with the creator to design a real-time Trading platform UI/UX interface for CME and South American Trading markets.
- Developed training videos, logos, branding materials, ledgers, pitch decks, and website for capital-raising efforts.
- Tools used: Adobe XD, After Effects, Maya.

Mawari | AR Demo, ID-Grafx | January 2023 – March 2023 3D Artist/ AR Designer

- Designed and created a 3-minute AR experience featuring animated characters in various environments.
- Tools used: Unreal 5.1, Maya, Substance Suite, Reallusion Character Tools, Blender.

Infinite World | May 2021 – November 2022 3D Generalist, Look Dev & Character Concept Artist

- Served as a 3D generalist, provided 3D look development, Substance designer pipeline, character design and texture pipeline design for the ESPN show “The Portal.”
- Won an Emmy award for character development work on the show using Substance designer, painter, Maya, and V-ray.
- Designed prototype environments for McLaren Automotive using Unreal engine 5.
- Tools used: Unreal 5.1, Maya, Substance Suite, Mudbox, 3DS Max, V-ray

“Billion Dollar Babies” | Blue Blood Films (Jan 2019 – April 2021)- Writer - Creator

“Martini Giant” | January 2019 – Present Co-Host / Co- Founder Martini Giant LLC.

- Co-host and help produce the Martini Giant podcast. A bi-weekly podcast and live stream about movies that is available anywhere you get your podcasts. Responsible for website, branding and merchandise design.

ZOIC Studios | 2017 – November 2022 3D Generalist and Look Development

- Served as a 3D generalist, provided 3D look development, and character concept art for various pilots and commercials.
- “Reverie “ 3D scene design and execution, “ Facebook 360 VR “ - scene design - execution - Lighting, “ Final Fantasy 360 VR “ - 3D Lighting - generalist work. “ Orville “ Lighting.

Supervision

VFX Supervisor | **Prologue Films** - 2013 - 2014

VFX Supervisor | **Cabin Fever the film** - 2016

- VFX Supervisor working with Producing team

VFX Supervisor | **Motomo Studio** - 2016

- GMC ESPN Summer Campaign shows: CG Supervisor, Look Development, Lighting/ Compositing, overall scope of show, on-set supervision (Nuke/V-ray/Maya).

VFX Supervisor | **Wild Life** - 2013 -2015

- CG Supervisor of Look Development, Lighting/ Compositing (Maya/Nuke), “Cedar Fair“ Website. 3D Graphics. “Wilson Tennis“ - Web - GL experience 3D Graphics. “ KIA “ - Online branding campaign. “Walking Dead“ - Scopley Films Promo.

VFX Supervisor | **We Are Royale** Jan 2012–Jun 2013

- Hyundai, Huffy, Nike, Madden Sports CG Supervisor, Lighting TD, 3D Generalist, Tracking. (Maya/V-ray/Nuke)

VFX Supervisor | **RTT** - USA Jan 2011–Jan 2012

- GMC VFX Supervisor of 3D and 2D, overseeing 25 artists for the production of all configurable and non-configurable elements for print, broadcast and web, the bidding and execution of various cars and products, delivering 3D and 2D assets.

VFX Supervisor | **Playback the film** 2011

- In charge of design and development of 100+ shots, budget and hiring.

Lighting / Shading Lead & TD

“Independence Day 2” | Uncharted Territory - (September 2015 - March 2016)

“OBLIVION” | Pixomondo - (September 2012 - January 2013)

“Iron Man 2 “ | Pixomondo - (February 2010 - March 2010)

“Alice in Wonderland “ | Café EFX - South. ****(October 2009 – January 2010)

“ 2012 “ | Uncharted Territory (October 2008 – July 2009)

“ Speed Shape - Venice “ | (January 2007 – September 2007)

“ The Nutcracker “ | Luma Pictures - (October 2007 - July 2008)

“Flags of Our Fathers” | Digital Domain - (June 2006 – July 2006)

“**Ghost Rider**” | Sony (August 2005 – March 2006)
“**Stealth**” | Digital Domain (August 2004 – April 2005)
“**I, Robot**” | Digital Domain (February 2004 – June 2004)
“ **The World of Tomorrow**” | WOT Inc. - (June 2002 → February 2004)

* Please visit www.ErickSchiele.com for a larger experience list. *

EDUCATION

Masters in Fine Arts – May 1995

New York University

TISCH, MFA in Film & Stage Design

- MFA in Design for Film and Stage

Bachelors of Art – May 1990

Washington and Jefferson College, Washington, Pa. BFA 1990.

Richmond College, Florence Italy. Art History Studies. 1988-1989.

- Major in Fine Arts
- Major in English

SKILLS

- **Design & Development** | UI/UX Design, 3D Generalist Work, AR Experiences
- **Software Proficiency** | Unreal Engine 5+, Maya, Blender, 3DS Max, V-Ray, Reallusion CC + iClone, Nuke, Adobe Substance Designer, Painter, XD, Indesign, Prompt - MidJourney, Comfy-UI, GPT4
- **Leadership & Management** | Project Supervision, Strategic Partnerships, Visual Effects Supervisor
- **Content Creation & Media** | Video Production & Editing, Script Development, Podcast Producing, Branding and Site Management and creation
- **Awards & Recognition** | Emmy Award for Character Development, Short Film Awards
- **Creator/Writer/Artist** | Graphic Novel “QC 1971” (2022–Present).
- **Producer/Co-Founder** | Blue Blood Films (2017–Present).
- **Writer/Director/Producer** | Various short films and music videos.

REFERENCES

Available upon request