

Eric Kinkead

Developer

415 W Polk Street • Houston, TX 77019

me@erickinhead.com

281-658-1267

Objectives

Seeks employment at a thriving company that will enhance my career by challenging me and giving me the opportunity to work with great people.

Skills

Works well with teams as a vibrant and motivated self-starter. Fast learner of programs and computer applications with a positive attitude and a passion for working in fun and successful environments with great people.

Attributes

- 23 years experience in software development
- Received Awards from IGN Choice, GameSpot- game of the month, and Parent's Choice
- 19 credited entertainment software titles
- Proficient in a variety of platforms including TV/Video, PC, Mac, Arcade, Dreamcast, PS1, PS2, Xbox, Gamecube, Gameboy Color, Gameboy Advance, Facebook
- Team Leader during development process from start to finish
- Knowledge of variety of interactive genres with commercial titles as experience
- Ability to troubleshoot problem areas and create critical fixes
- Strong yet friendly leadership abilities and ability to take direction
- Ability to encourage the best out of those I work with
- Ability to maintain schedules and track bugs through databases and programs

Programs

- Graphics (Entire CS5Suite, Anime Pro, Corel, Painter, 3DS Max, Maya, Lightwave, SoftImage, Mudbox, Zbrush, ToonBoom, etc.)
- Web (Flash, Dreamweaver, ImageReady)
- Code (ActionScript 3.0, JavaScript, C#, Torque Script, HTML, CSS, GFA)
- Clerical (Excel, Word, Powerpoint, Microsoft Project)

Past Employment

Jan 2009-Feb 2011

A Little Entertainment

Senior Animator

Wrote systems for animation integration and pipeline for Facebook games in Flash using Movie Clips, timeline animation and ActionScript 3.0. Responsible for the training of multiple entry level animators and artists on various software packages. Contact: 281-377-8810

Sep 2008-July 2009

Southwest Museum Services

Graphic Artist / Designer / Animator

Primary duties included creating graphics and 3D mockups for print and animation for our clients.

Worked closely with other designers and architects to create visuals that accurately represent finished fabrication. Contact: rrocha@swmuseum.com

2006-2008

Game Titan, LLC

Studio Head / Company Founder / Game Design and Art

Responsible for selling in house tool set created by company and consulting developer on use of those tools. Created original property, Math 123 Land.

Past Employment (Cont.)

2005-2006

Edge of Reality Ltd

Game Designer

Created Game Design for the boss monsters and non player characters / 3D proxy placement in 3D Studio Max for a PS2/Xbox/Gamecube game titled Over the Hedge by Dreamworks Interactive. Contact: binu@edgeofreality.com

1999-2005

Game Titan, LLC

Studio Head / Company Founder / Game Design and Art

Responsible for managing 6 employees, TWC, Payroll, and client services for 7 Gameboy Advance products. Also directed and created design, Art Direction, Tool creation completion of graphics, and publisher liaisons. Clients included: Dimension Films, Hasbro, Epic Games, Doctor Seuss Enterprises, and Disney Interactive. Handled top intellectual property brands.

1998-1999

Eclipse Entertainment / Microsoft Developer

Game Designer

Developed Product design and 3D Environments for various brands. Clients included Nokia, Microsoft, Jack Niklaus Golf. Contact: david_stafford@yahoo.com

1997-1998

Atomic Games / Microsoft developer

Game Designer / Technical Artist

Product Design, 3D to 2D rendering, and Technical Data Entry.
Created topographical maps based on World War 2 battlefields.

1991-1996

Williams/Bally/Midway

Computer Artist / Designer

Worked on various Arcade Coin-Operated properties such as NBA JAM, War Gods and Aerosmith: Revolution X. Ordered the first seats of 3D computer graphic rendering software for the company. Handled motion capture data.

1988-1989

Starsoft Development Laboratories

Company Founder / Programmer / Artist / Designer

Created 4 games for the Atari ST Computer. Handled programming, design and the majority of computer art.

Education

Columbia College – Chicago, Illinois

Computer art and animation studies

Sam Houston State University – Huntsville, Texas

Fine art studies

Released Software

- Nervana Quests 1 & 2: Powerstone and Elf Lord's Magic (Atari ST)
- Nervana Quests 3 & 4: Dragons of Theradex and Buccaneers Den (Atari ST)
- NBA Jam Tournament Edition (Arcade)
- Revolution X: Aerosmith (Arcade, SNES, PS1, Sega Genesis, Sega Saturn)
- War Gods (Arcade, Nintendo 64, Playstation 1, PC)
- Close Combat 3: (PC)
- Cheese Frenzy (PC)
- Extreme Paintbrawl 2 (PC)
- Rainbow 6 (Dreamcast)
- Frogger 2 (Gameboy Color)
- Nascar Heat (Gameboy Color)
- Earthworm Jim (Gameboy Advance)
- Spy Kids Challenger (Gameboy Advance)
- Jazz Jackrabbit (Gameboy Advance)
- Cat in the Hat (Gameboy Advance)
- Kong: King of Atlantis (Gameboy Advance)
- Over the Hedge (Playstation 2, Xbox, Gamecube)
- Doors2Adventure (Facebook, Flash)
- CruiseTime (Facebook, Flash)

References

"Eric and I started our game careers together way back in 1996 at Eclipse Entertainment. Eric worked really hard and showed tremendous personal initiative, creativity and drive when he designed and created his own video game title "Cheese Frenzy." It is a rare person who can wear so many hats and create an entire game virtually on his own--I was very impressed! Erik has a good heart too--he was very intent in creating a game that was positive and kid friendly. Eric equal parts designer, artist and producer!"

Bob Cooksey, Lead Environment Artist NCSOFT,
bobcooksey@hotmail.com

"Eric Kinkead is one of those rare artists which cannot only make fine art but can also inculcate great design into work those around him are creating. It's always a pleasure working with talented, passionate individuals and Eric has a passion for games that I've seen in only a few peers."

Doug Prince, Art Director at NCSOFT,
dprince@ncsoft.com

"I've known Eric Kinkead for 20+ years, and have always admired his work in the game industry. From his early work at Midway through starting his own company, Game Titan, Eric has been a tireless, tenacious worker, determined to get the most out of himself and those around him. Though I've not worked directly with Eric, everything I know about him tells me that he'd be a fantastic addition to any team."

Chris Rippy, Producer: Halo Wars, Ensemble Studios/ Microsoft
Crippyy@EnsembleStudios.com

"We're crunching on a big deadline for tomorrow. I'll write something up and send it along."
Tim Coman, Project Art Director, Big Huge Games
tcoman@comcast.net

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More references available upon request.