

Eric M. Shore

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EXPERIENCE.....

321Launch, New York City

Vice President, Research & Development — September 2012 - Present

- Manage team of polyglot software engineers developing proprietary production pipeline using both agile and waterfall methodologies
- Conduct user research to identify internal needs, isolate friction points
- Research cutting-edge technologies, prototype, test for viability
- Collaborate with all stakeholders to determine key development objectives, write business cases, implement cross-department solutions
- Prioritize and manage all technical innovation through full lifecycle, ensuring alignment with business and user goals
- Revolutionized character creation process via disruptive web app, leveraging previous 3D models to substantially minimize artist hours

Lead R&D Technical Director — February 2009 - September 2012

- Served as principal full-stack web developer; built and maintained all company websites, back-end CMS, web marketing tools, local intranet
- Designed and executed custom time tracking system and suite of data visualization tools to extract big data insights for job cost accounting
- Developed extensive network of proprietary software, plug-ins, and web apps using array of languages, APIs, and frameworks
- Provided technical support and pipeline integration for all third-party software, including Google Apps, Salesforce, Autodesk/Adobe suites

Lead Character Technical Director — February 2007 - February 2009

- Developed game-changing facial motion capture system, delivering higher quality animation in a fraction of the time
- Supervised and worked with team of programmers optimizing the character creation and animation pipelines
- Managed team of artists creating thousands of distinct 3D characters

3D Generalist — October 2006 - February 2007

- Modeled, rigged, and textured 3D props and characters for dozens of concurrent projects, often playing key role as Lead Animator
- Independently scripted tools for Autodesk Maya to streamline workflow, establishing foundation for industry-leading pipeline

EDUCATION.....

University of Pennsylvania, Philadelphia — 2002 - 2006

- Bachelor of Science in Engineering
- Major in Digital Media Design—interdisciplinary Computer Science program including courses from School of Engineering and Applied Science, Annenberg School of Communication, and School of Design
- Minors in Fine Arts and Cinema Studies

ACM SIGGRAPH Conference — 2005 - 2014

- Classes/talks/panels covering latest advances in graphics, hardware, software, and data visualization from academia and industry leaders

Autodesk API Developer Conference — 2007 - 2008

- Advanced courses for extending Autodesk software via the API

SKILLS.....

General

Engineering Management · Agile/Waterfall Methodologies · Design Thinking · UX/UI Design · Full-Stack Web Development · Responsive Web Design · SOAP/REST Web Services · Project Management · Digital Asset Management · CMS Design · Data Analytics · Data Visualization · Database Architecture

Languages

C# · C++ · Python · HTML · PHP · JavaScript · JSON · XML · AJAX · CSS · APEX · MEL · SQL · PostgreSQL · MySQL

Tools

jQuery · CodeIgniter · Drupal · MotionBuilder API · Maya API · Photoshop SDK · Google+ API · Picasa Web Albums Data API · Google Chart API · Highcharts API

Computer Graphics

3D Modeling · Rigging · UV-Mapping · Texturing · Shading · Animation · Motion Capture · Lighting · Rendering · Render Farms

Software

Visual Studio · Salesforce · pgAdmin · Subversion · Maya · MotionBuilder · Photoshop · After Effects · Final Cut · Premiere · Excel · Flash · Interdubs · Wiredrive · Rush Render Queue

INTERESTS.....

Cutting-Edge Technology · Product Design · Drawing · Photography · Cooking · Biking · International Travel · Bowling · Camping · Creative Writing