

ERIK KLING

Character Animator/Animation Supervisor

510.427.2781

erik.kling@gmail.com

www.erikklings.com

www.linkedin.com/in/erikklings

SOFTWARE	3D Packages	Maya, Max, ZBrush, Mudbox, Motion Builder
	2D Packages	Digicel Flipbook
	Compositing	After Effects
	Editing	Premiere, Sony Vegas
	Graphics	Photoshop, Illustrator
	Web Design	Flash, Dreamweaver
	Audio	Ableton Live, Cakewalk Sonar, Sony Sound Forge

EXPERIENCE **Dreamworks TV** April 2013-Present
Animation Supervisor

Warner Brothers Animation August 2013-April 2013

Animation Supervisor - *Lego Justice League*

- Supervised animation produced by CGCG in Taiwan and China for 22 minute and first act of 44 minute shorts
- Supervised Layout for 22 and 44 minute shorts
- Developed Lego Minifig body and facial rig and reviewed variants
- Worked closely with designers to design proper articulation points for Minifig and Bigfig characters and props
- Video pitched shots for acting and motion reference
- Lead episode kickoffs
- Compiled an animation guide
- Reviewed and fixed prop and character models

Hasbro/Southern Hemisphere June 2013-August 2013

Freelance Animation Supervisor - *Transformers Constructbots*

- Supervised animation produced by The Monk Studios in Thailand for Hasbro TV/Internet commercials and cinematic animations for iPad Apps
- Storyboarded and Edited 2 TV spots
- Video pitched acting and motion reference

Freelance Animator - *Star Wars Angry Birds Commercial*

- Animated CG Chewbacca bird to live action plates

Lucasfilm Animation July 2011-May 2013

Animation Supervisor - *Star Wars Detours*

- Supervised all animation production from vendor studio animators at CGCG in Taiwan and China, and The Monk Studios in Thailand
- Developed and animated main title sequence
- Video pitched shots for acting and motion reference
- Lead episode kickoffs and Postmortems
- Compiled a character reference library and animation guide
- Created many animation tutorials
- Reviewed rigs and cloth simulations
- Composed and recorded Star Wars Detours Theme Song

Nickelodeon Animation Studios August 2010-July 2011

Animation Supervisor - *Fanboy and ChumChum Season 2*

- Supervised about 20 of 52 11 minute episodes from vendor studio animators at Technicolor India and CGCG in Taiwan
- Animated and fixed shots throughout series.
- Video pitched shots for acting and motion reference
- Created an animation guide and many animation tutorials
- Reviewed rigs
- Developed special gag rigs for specific characters

Nickelodeon Animation Studios April 2008-July 2010

Animator

Robot and Monster

Kung Fu Panda: Legend of Awesomeness

Fanboy and ChumChum Season 1

Penguins of Madagascar

- Animated principle and secondary characters throughout series, interstitials, and main title sequence
- Helped create pose and motion library
- Helped review rigs

Academy of Art University Spring 2010-Summer 2011

Directed Study Advisor

- Mentored animation students finishing their Graduate Thesis films

Massive Black September 2007-April 2008

Senior Animator

Project Massive Black

- Animated and developed personalities for 5 humanoid creatures for in-game use

Chevron Commercial/RileyRoadster

- Animated “Toon” car for concept tests

Student Films

Atomic Banana. October 2006 MFA Thesis Short Film

- Created entire project from concept to final film

Captain Contemplation. May 2005 Collaborative Animation Short Film

- Character Animation, Rigging, Musical Score

AWARDS

Daytime Emmy Nomination - Main Title Design 2010

Fanboy and Chum Chum

Best Animation - San Fernando Valley International Film Festival 2007

Atomic Banana

EDUCATION

Academy of Art University - San Francisco, CA

MFA Animation 2006

Hastings College - Hastings, NE

BA Studio Art, Art History 1999