

## ERIC SIMS

ARTIST / PRODUCER



Marietta, GA



614.371.4241



sims.eric@gmail.com



www.eric sims.com



I'm a hard working, forward thinking, Emmy award winning, artist and producer with over 18 years of professional experience. Also my eyebrows be on fleek. Other than top notch eyebrow care, I excel at team and agile project management (anywhere from 130 staff members to teams of 10 or less), Art Direction for games, film, & television, Character & Background Concept Design, Directing episodic television & talent, and building air tight production pipelines. I have art directed and produced over 40 animated pilots & pitches and made well over 150 episodes of animated television, not to mention countless promotional shorts. My other super powers include building solid calendars and having a Scrooge McDuck eye for budgets.

## STRENGTHS

- Communication
- Leadership
- Time Management
- Decision Making
- Self-motivation
- Ability to Work Under Pressure
- Conflict Resolution
- Adaptability



## \* AWARDS \*



- EMMY
- (4X) EMMY NOMINATIONS
- (4X) CRITIC'S CHOICE AWARDS
- (7X) CRITIC'S CHOICE AWARD NOMINATIONS
- (2X) GOLDEN CLIO AWARDS, AR
- NEW NOW NEXT AWARD
- COMEDY CENTRAL COMEDY AWARD
- GOLDEN PROMAX BDA AWARD, MARKETING
- WEBBY AWARD NOMINATION

## WORK EXPERIENCE

## ART DIRECTOR / PRODUCER

## Various / 2004 - Present

I've Art Directed for and/or Produced the majority of Floyd County Production's internal pilot and series developments IP's such as \*It's Always Sunny In Philadelphia \*Atlanta \* Fargo \* Legion \* Archer P.I. (award winning Video Game) \*Poorly Drawn Lines \*Walt \*Bobcat Golthwait's Misfits & Monsters \*Slaughterhouse \*Chozen \*Unsupervised \*Dogvwalker \*20 other titles I cannot discuss and countless DVD extras, Promotional shorts, and Marketing Packages.

## FILM PRODUCER

## America: The Motion Picture / Netflix / 2019-2021

Oversaw the entire animated production through completion by setting up and managing our own studio as well as 4 other studios in Brazil, Canada, and Mexico. I did this all simultaneously with an Agile approach.

## CHARACTER ARTIST / BACKGROUND DIRECTOR / PRODUCER

## Archer / FX / 2008 - 2019 (over 100 episodes)

Helped design the over all looks, techniques, and workflows of both the Character and Background departments. I also produced full episodes from start to finish while simultaneously managing the various art and production departments.

## EXECUTIVE PRODUCER / DIRECTOR

## Dicktown / FX / 2021 - Present

Oversaw entire animated production until completion including, design, edit, storyboards, animatic, animation, vfx, talent, records, clearance, budget, schedule, and delivery.

## CHARACTER &amp; BACKGROUND ARTIST / ANIMATOR

## Various / 2004-2011

Designed and illustrated characters and backgrounds, as well as animated entire episodes and seasons of various shows including \*Frisky Dingo \*Sealab 2021 \*Archer \*The Xtacles \*The Amazing Adventures of Pleaseeasaur

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## EDUCATION

*\*The Ohio State University - Fine Arts*

*\*Columbus State - Arts & Sciences*

*\*GOOGLE Project Management: Professional Cert.*

*\*GOOGLE UX Design Professional Cert.*

*\*AR/VR/MR/XR Tech and Issues (with HONORS)*

*\*UX and Interaction Design for AR/VR/MR/XR (with HONORS)*

*\*Developing AR/VR/MR/XR Apps with Web XR, Unity, & Unreal*

*\*XR for Everybody Certificate*

*\*UI/UX Design for AR & VR*

*\*AR/VR 360 Video production*

*\*Game Design - Art & Concepts (Cal Arts)*

## REEL



## SOFTWARE SKILLS

- Photoshop
- After Effects
- Premiere Pro
- Figma
- Adobe XD
- Adobe Illustrator
- Unity
- Blender
- Toon Boom
- F-track
- Final Draft
- Microsoft Office
- Adobe Acrobat

## FUN FACT

*Teenage girls travel in groups of 3, 5, and 7 because they literally can't EVEN.*

## DAY-TO-DAY TASKS (in detail)

- Build and execute sprints by utilizing sprint planning, daily stand-ups, reviews, & retrospectives.
- Provide creative ideas/feedback at every stage of production.
- Lead by example by creating artwork that establishes the look & quality expected from art teams.
- Oversee animation production internally & with external partners, ensuring deliverables such as assets storyboards, animatics, and final animation renders are on schedule.
- Build production schedules and budgets and adapt them as production evolves.
- Communicate with stakeholders and partners on said schedules and budgets consistently and accurately.
- Ensure all creative direction is translated and reflected in art/animation deliverables.
- Establish and drive review processes within the team as well as for external partners.
- Manage feedback and implementation with all stakeholders and partners.
- Manage the overall art asset list and track progress inside of production, identify bottlenecks in the art/animation pipeline that may prevent teams from succeeding, solve any found issues as efficiently as possible.
- Lead team meetings with actionable agendas, discuss current states, brainstorm solutions, and distribute information.
- Work individually with producers and leads to manage day-to-day priorities, progress, and deliveries.
- Work closely with the art teams in the design, scope, consistency, quality, tracking, processes, and delivery of all work within our project.
- Direct storyboard teams and meetings along side the art director.
- Work as the main point of contact between the art teams and external partners.
- Review and Negotiate contracts as well as initiate and manage vendor contracts.
- Take notes and log tasks in our internal tracking software as well as track asset pipeline, releases, and versioning.
- Recruit and hire a talented team of artists and commit to growing and mentoring them.
- Build strong relationships with external agencies to support our multidimensional teams.
- Learn about unfamiliar technologies to discover their value to our current pipeline as well as continually push the quality and fidelity of a production.
- Work with writers to ensure the tone and quality of their work matches our overall project.
- Write narrative beats, outlines, and full episodic scripts.
- Write and produce captivating interstitials and extras that stick in a noisy market.
- Prepare sides and offer letters for talent.
- Find and cast voice over talent.
- Direct voice over talent.
- Provide voice over acting when needed.
- Direct audio and music mixes.

## EXTRACURRICULARS

*I have young kids so I spend most of my free time getting them milk in the "wrong cup" then walking back over to put the milk in the "right cup". But I do have fond, yet vague, memories of enjoying these things too...*



Painting



AR/VR



Travel



Writing



Learning