

Eli Enigenburg

animator/director

eli@elieni.com

+1 (760) 730-9287

Experience

Animator/Director (Independent)

April 1996 to Present, Carlsbad, CA

Clients include Angel Studios, Assembly, MBO Partners, EA, Genius Entertainment, Halon, Little Red Robot, Navteq, PixelActive, Sammy Studios, Sandcastle Games, Sauce FX, Shilo Design, Sony, The Third Floor, Varitage, Will Vinton Studios, and more

Senior Animator, Trion World Network

March 2009 to December 2009, San Diego, CA

Animating and rigging characters for an original massively multi-player online game

Senior Animator, BottleRocket Entertainment

November 2007 to February 2009, Carlsbad, CA

Animating characters and cameras for animatics, cinematics, and gameplay animations with additional technical direction, lighting, rendering, special effects, and compositing

Senior Animator, Sony Computer Entertainment

June 2006 to May 2007, San Diego, CA

Modeling and animating characters and effects while retooling and refining the animation pipeline and developing and painting concept art for original content

Senior Cinematic Artist, High Moon Studios

March 2006 to June 2006, Carlsbad, CA

Responsible for the layout, blocking, animation, lighting, pipeline, and overall quality of the in-game and rendered cinematic sequences for all in-house cinematic productions

Senior Artist/Animator, Oktobor

May 2005 to February 2006, Auckland, New Zealand

Performed many generalist duties while creating commercials and film effects including design, directing, animation, animation supervision, modeling, and technical direction

Freelance Animator, Sony Cinematic Solutions Group

May 2003 to April 2004, San Diego, CA

Performed camera and character animation for television commercials, trailers, and game cinematic sequences using high-resolution character models and rigs

Lead Artist, Angel Studios (Rockstar Games)

March 2000 to March 2002, Carlsbad, CA

Responsible for creating and animating characters for interactive productions and involved in R&D, modeling, and texturing characters and environments

Character Animator/Technical Director, Presto Studios

September 1998 to March 2000, San Diego, CA

Animation and rigging of characters and creatures for Activision's Star Trek: Hidden Evil with additional R&D, pipeline development, technical direction, modeling, & texturing

Education

Artstation

Auckland, New Zealand

Figure drawing, portraiture, and quick-sketch

Watt's Atelier of the Arts

Encinitas, California

Figure drawing, portraiture, sculpture, anatomy, and quick-sketch

Silicon Studio Los Angeles

Santa Monica, California

Entertainment technology, modeling, animation, lighting, and rendering

Skills

character animation
dynamic simulation
camera tracking
compositing
storyboards
rendering
modeling
lighting
rigging
design
previs
maya
max
mel

Feature Films

G.I. Joe: The Rise of Cobra
Eagle Eye

Music Videos

Sound the Alarm: Suffocating
Minipop: Fingerprints

TV Commercials

U.S. Department of Defense
MTV/Total Request Live
Unilever/Comfort
V Energy Drink
McDonald's
Public Trust
Scion
Pams

Direct-to-DVD

Baby Genius

Video Games

Star Trek: Hidden Evil
Red Dead Revolver
Transworld Surf
The Flash

Game Cinematics

Neopets: The Darkest Faerie
SOCOM II: U.S. Navy SEALs
The Bourne Conspiracy
Jet Li's Rise To Honor
Midnight Club II
Splatterhouse
Darkwatch

Languages

English, native language
Spanish, fluent