San Jose, CA

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ericmead.com

portfolio available online

Eric Mead

Adjunct Professor, Multimedia Artist, and Technical Artist specializing in 3D rigging, dynamics, and animation tool development for games and film, holding an MA in Computational Linguistics from the University of Washington and an MS in Artificial Intelligence from San José State University.

Research Interests

Emotional AI, behavioral augmentation using emotional AI agents in animated crowd dynamics, advanced 3D rigging techniques, and AI motion capture.

Education

2024 **M.S.** (Artificial Intelligence), San José State University, San Jose, CA
(thesis) facial expression emotion augmentation for chatbot systems

2010 **M.A.** (Computational Linguistics), University of Washington, Seattle, WA
(thesis) deciphering associative anaphora for augmenting intelligent speech agents

2003 **B.S.** (Computer Science), University of Washington, Seattle, WA

1993 **B.A.** (Linguistics and Psychology), University of California, Los Angeles, CA

2014-2015 3D Rigging (Advanced) / Dynamics / Tools, Cogswell College, San Jose, CA

2012-2014 3D Animation / Modeling, San Jose State University, San Jose, CA

1995-2010 Glass, Metal, Printmaking, Jewelry, Wood, Ceramics, 2D/3D Design, WA, NY, TN, and Sweden

Teaching

2024-pres **Adjunct Professor**, 3D Modeling, Advanced 3D Modeling & Animation,
3D Character Rigging, Motion Capture, 3D Printing
Ohlone Community College, Fremont, CA

2022-pres **Lecturer**, 3D Character Rigging
San Jose State University (SJSU), San Jose, CA

2020-pres **Adjunct Professor**, 3D Character Rigging, Advanced Character Rigging, Dynamics
Animated Film Production, Animated Film Post-production (Project X)
University of Silicon Valley, San Jose, CA

2018-2020 **Adjunct Professor**, 3D Character Rigging, Advanced Character Rigging,
Animated Film Production, Animated Film Post-production (Project X)
Cogswell Polytechnical College, San Jose, CA

2015-2021 Instructor / Advisor, 3D Character Rigging
Skeleton Society, SJSU, San Jose, CA

2025 California State Driving Instructor, San Jose, CA

2006-2014 Instructor, Basic and Advanced Venetian Glass Blowing and Stained Glass Techniques
various schools in the US

Experience

2018-2024 Faculty Instructor/Advisor for Rigging, Project X, San Jose, CA
organize and advise student rigging and technical animation in annual short films including: Chiaroscuro, Room To Grow, and Project Cat.

2023 3D Rigger (lead), After the Great Collapse, San Jose, CA
rigging of main characters in an experimental production

2016 3D Technical Artist, Trouble Brewing, Project X, San Jose, CA
cloth simulation and pipeline coordination in a short film
Python programming to develop tools and simulations.

2015 3D Rigger (lead), RePlay, San Jose, CA
rigging of all characters in a game

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Python programming to facilitate rig optimization.

2014 3D Rigger (lead), Time Flies, San Jose, CA
rigging of all characters in a short film
Python programming to facilitate rig optimization.

2014 3D Rigger / Game Engineer, BodySnatchersStudio, San Jose, CA
rigging of game characters and game-play programming (Unity)
C# programming to develop character intelligence in-game.

2004-2011 Technician, Sculpture Department, Pratt Fine Arts Center, Seattle, WA
maintenance and education in a multi-disciplinary sculpture facility

2002 Scholarship jury member, Pratt Fine Arts Center, Seattle, WA

1999-pres Independent Glass Artist, Pratt Fine Arts Center, Seattle, WA
off-hand blown glass art and stained glass art

Exhibitions / Galleries / Collaborations

2015 "Chasing Infinity", Collaboration, Wellesley College, Boston, MA
stained glass, van, and Mahjong pieces installation

2013 "Transformations", Collaboration, SHIFT gallery, Seattle, WA
stained glass, LED viewing boxes

2010 "Dreamcatcher, Harpoon", Collaboration, University of Washington, Seattle, WA
blown glass spear and canoe installation

2005-2011 Annual Glass Art Society Goblet Grab, various international locations

2002-2011 Annual Goblet Exhibit, Glasshouse Studio, Seattle, WA

2001-2011 Annual Auction, Pratt Fine Arts Center, Seattle, WA

2004-2010 Gallery representation at various national galleries (glass)

Software Skills

Scripting & Programming (in order of proficiency):

Python, Vibe-coding, C#, MEL, Swift, C++, Unix/Linux, C, AppleScript, AutoHotkey, Windows Script Host
Visual Basic, HTML, Java, Perl, Assembly, experience with parallel and high performance computing

CG Software (in order of proficiency):

Maya, Bambu Suite, ZBrush, Photoshop, Unity, AXIS Neuron (mocap), MiArmy (crowd dynamics), Golaem (crowd dynamics),
Claude Code, Microsoft Hololens Development Environment, Xcode, After Effects, nDo, Houdini

Languages **(in order of proficiency):**

English, Chinese, American Sign Language, Korean, Arabic, German, Swedish, Russian, Zulu, Spanish, Irish,
Vietnamese, and Klingon. (some: Japanese, Hindi, Hawaiian, Inuktitut, and French)

Skills and Interests **(in no particular order):**

helicopter pilot, nautical captain, hang/para-glider, skier/boarder, juggler, musician, languages, calligraphy, crafts and fine art

References and examples of my students' work available upon request.