

Eric Mangko Hilleary

- May '09 - Nov. '09** **Independent Project 'I.M.P.S. The Relentless: Chapter II'**
Director/Executive Producer – Production tasks for an independent sci-fi parody involved overseeing production and co-coordinating work for final completion of film.
- Mar. '08 – Sept. '08** Stan Rogow Productions – Electric Farm Entertainment
Concept Designer / Storyboards *Gemini Division* - CG Animated series: Production Design development for other in house projects.
- Mar. '07 – Sept. '07** Stan Rogow Productions
Concept Designer / Storyboards *Afterworld* - CG Animated series: Production Design development for other in house projects.
- Mar. '06 – Oct. '06** Electronic Arts Los Angeles
Concept Designer *Command and Conquer: X (working title)* – Characters, vehicles, structures, alien development
- Oct. '05 – Jan. '06** Electronic Arts Los Angeles
Concept Designer *Command and Conquer: RTS III (working title)* – Characters, vehicles, structures, alien development
- Feb. – Aug. '05** Warner Bros. Animation Studios
Concept Designer *The Loonatics Unleashed* – Series props, details, vehicles (W.B. Kids, network TV.)
- June-Sept. '04** Creative Capers Entertainment
Lead Designer/Technical drawings *Lego - 'Bionicle III'* – CG video feature
- June-Sept. '03** **Lead Designer/Technical drawings** *Lego – 'Bionicle: Legends of Metru-Nui'*
Animated CG video feature
- Oct. '03** **Concept artist** *'Ella Enchanted'* – Series promo (Creative Capers Ent.)
- June-Sept. '02** **Concept artist/Technical drawings** *'Lego: Bionicles'* – CG video feature (Creative Capers Entertainment)
- Jan. '00 – Current** **Instructor** *'Character / Environmental Design'* – 2D conceptual class for 3D modeling (Gnomon – school for visual effects: Hollywood)
Air Age Images Inc. DBA Foundation Imaging
- Aug. '01-current** **Designer** *'Sky Pirates'* – CG series promo (Bob Forward & Air Age Images Inc. DBA Foundation Imaging)
- May '01** **Designer** *'Mech Warrior'* – Series promo (Microsoft/Tribune)
- Nov. '00-May '01** **Designer** *'Dan Dare'* – CG series (Dan Dare Corporation)
- Dec. '00** **Designer** *'Camp Ursa Minor'* – CG series promo (Nickelodeon)
- Netter Digital Entertainment, Inc.
- July '99-Dec. '00** **Designer** *'Dan Dare'* – CG series (Dan Dare Corporation)
- May '00** **SFX Designer** *'Dune'* - Miniseries (ABC/Sci-fi Channel/New Amsterdam)
- Nov. '98-July'99** **Designer/Storyboard artist** *'Robotech 3000'* – CG series promo (Harmony Gold Entertainment)
- Aug. '98** **SFX Designer** *'HyperSleep Story'* – MOW (UPN/Wilshire Court Productions)
- May '98-Mar. '99** **Designer** *'Lego'* – CG series promo (Lego/Ideal Movie Shoppe)
Designer *'Voltron – The Third Dimension'* – CG series (World Events/Trendmasters)

Babylonian Productions
June '98 **Designer** 'Crusade' The series – details (Warner Bros./TNT)
April – May '97 **Designer/Storyboard artist** 'Babylon 5' The series

Mar. – Aug. '97 **Independent Project 'Troops'**
Art Director – Involved preproduction: storyboards, modeling, designer.
Postproduction: collaborated with Director, Film crew, Special Effects team,
Video Editor, Sound-mixing studio.

July '94 R/Greenberg Associates West, Inc.
Designer – Production company logo for ICON Productions. (Mel Gibson
Productions)

Oct. '94 **Storyboard artist** 'Crimson Tide' – Color rendering storyboards in
coordination with art director and director.

Education: *Art Center College of Design, Pasadena, California.*
Bachelor of Science Degree – Industrial Design (August 1998)
College of the Redwoods, Eureka, California.
Associates Degree – Liberal Studies (December 1991)

Skills: **Flatwork:** Sketching, painting (oils, gouache, watercolor, mixed media) marker
indication, airbrush.
Modeling: Vacuforming, fiber glassing, experience with plastics, mold
construction, minor electronics, CNC milling, wood and metal machine
experience.
Computers: Macintosh and IBM PC knowledgeable (software includes:
WordPerfect, Freehand, PhotoShop, AutoCAD, Fractal Painter) and Alias
systems.