

# Eric Alba

visual effects & post-production

## Work Statement

Keep challenging my craft of over 15 years to design, innovate and create visual effects, graphics and sound with other talented people to express great ideas and story.

## Work Experience

Various, NYC/LA 2006–Present

Freelance Visual Effects Supervisor/Producer, Line-Producer for Broadcast, Commercial, Television and Feature-Film projects.

Charlex 2005–2006

Senior Producer. Managed post-production of pitches and projects for clients such as: ATT, Cingular, Verizon, Sprint, Gillette, Toyota and Nokia.

Anatomical Travelogue 2005

Producer: Manage CG animation and compositing teams for Television and Print projects.

Sea Studios Foundation for National Geographic TV & Film 2003–2004

HD Mini-Series Post-Production and Visual Effects Supervisor. Supervised HD/720p post-production; budgeting, scheduling, editing, sound, music, mixing, vfx, and color. Create and deliver final deliverables to network and distributor. \*Emmy nominated (read Honors below)

Silicon Illusions 2001

Facility Visual Effects Supervisor. Design, bid, supervise visual effects of various projects through final delivery. Manage hardware/software expansion of 30+ artists & facility.

Imagineasia 1999–2001

Head of 3D Production, Producer. Built and managed 100 seat 3d animation studio and it's pipeline for television and features. Recruitment, producing, consulting, post-supervision.

Digital Anvil 1997–1999

Facility Visual Effects Producer & Game Art Production Manager. Managed a feature-film's internal VFX facility of 35+artists. Recruit and manage hardware, software and human resources. Delivered 300+ feature-film effects in 9 months. Manage Videogame Art department. Develop/Manage art production pipeline. Ensure timely deliver of art content into production pipeline.

Northwest Imaging and FX 1995–1997

Facility Visual Effects Supervisor/Producer: Worked on Television series and specials as department head, from on-set supervision to post and final delivery of effects.

Star Trek: Next Generation, Star Trek: Deep Space 9 & Star Trek: Voyager 1993–1995

Visual Effects Associate: Support VFX & Post department. Assist shooting, stage supervision, compositing and online delivery. Track all visual effects elements and models. Purchase equipment. Coordinated VFX resources for studio licensing/marketing.

## Honors

2006 Emmy Award Nomination: Outstanding Individual Achievement In A Craft:

Graphic & Artistic Design: "Strange Days on Planet Earth"

1995 Emmy Award certificate: Outstanding visual effects in a television series: "Star Trek: Voyager" (Pilot)

1994 Emmy Award certificate: Outstanding visual effects in a television series: "Star Trek: The Next Generation" (Finale)

## Contact Information

website: [www.ericalba.org](http://www.ericalba.org)  
email: [ericalba@gmail.com](mailto:ericalba@gmail.com)  
phone: 310.947.8502

## Duties/Skills Overview

Visual Effects Supervisor and Producer duties sometimes overlap. I'm usually asked to do some or all of the following:

Pre-Production: Breakdown, Design concept/look of visual effects/animation. Determine best shooting & post approach. Create Storyboard, Animatics & Pre-visualization. Determine production pipeline. Bidding, Scheduling, Recruitment, Contracts.

Production duties include: On-set supervision of live-action photography. Plate producing and collection of on-set camera data/location survey data. Panoramic-HDRI photography. 2nd Unit Supervision: can include model/minature, motion-control, pyrotechnic, water tank and motion-capture. Line produce VFX shooting unit.

Turnover Production: Work with editor(s) for plate counts, scan-orders to vfx production. Post supervise visual effects/animation through final delivery. Document Client feedback during reviews. Creatively lead vfx teams. Flag and Track Change-Orders and Overages. Cost tracking, invoicing. Asset management. Scheduling and Resource management. Manage outsourced shots to vendors. Supervise Film-Out. Quality control of contracted deliverables.

Post-Production Supervisor duties:

Breakdown/Budgeting of scripts. Hire Vendors and staff for post-production. Spot Music and Sound FX. Supervise Editors & Cuts through Lock of EDLs. 2nd Unit Producing and Directing of Inserts/Elements. Secure Licensing for Stock Footage, Music. Supervise On-line Conform, Titling. Supervise Color-Correction. Supervise ADR/VO/Mix/Dub/Layback. Quality control of all deliverables.

## Knowledge

35mm & HD Cameras  
Motion-Control Systems  
HDRI photography  
MS Office  
FileMaker  
Avid  
Final Cut Pro  
Flame  
Maya  
3DSMax

After Effects  
Photoshop  
DVD Studio Pro  
Keynote  
HTML  
CSS  
Javascript  
Perl  
PHP  
MYSQL