

Eric Gill, d.b.a. "eg design"

Email to: eric@ericgilldesign.com

PROFILE

- Special Effects Designer and Production Coordinator for Walt Disney Imagineering (7 years).
- Design and Management experience in themed entertainment (12 years).
- International project installation experience (Japan).
- TEA co-awardee for 'A Bug's Life' attraction, Disney's Animal Kingdom.
- Licensed General Building Contractor (16 years).

EXPERIENCE

June 2008 - Present; Special FX / Show Action Equipment Manager, Thinkwell Design & Production, Burbank CA

<http://www.thinkwelldesign.com>

Manager in charge of Special Effects and Show Action Equipment for a new theme park project in Abu Dhabi, UAE. Provides vendor liaison, advises the creative teams on best design directions for equipment and is Lead Designer for in-house design development.

2004 – 2008; Lead Engineer / Designer, Technifex Inc., Valencia CA <http://www.technifex.com>

Designed elements for a Science Museum Project, a Casino Floor Show stage, and various other projects. Responsibilities included design, drafting, and production supervision.

2005 - Present; Instructor, Montecito College of Design & Eagle Rock Elementary School

Teaches "Robotics Workshops", in which small robotic animals and vehicles are fabricated from scratch by students.

2004; Designer / Fabricator, Ride and Show Engineering, San Dimas CA <http://www.rideshow.com>

Co-designed and fabricated interactive elements for a massive kinetic art installation at a science museum where 8" plastic balls run through miles of track in a 3 story tall assembly demonstrating physical principles.

http://commons.wikimedia.org/wiki/Image:Energizer_Ball_Machine.jpg

2003; Designer / Fabricator, Applied Minds Inc., Glendale CA

Designed and fabricated various elements for development projects funded by General Motors and The Discovery Channel.

1999 - Present; Mechanical & Controls Designer, Amorphic Robot Works, Brooklyn NY <http://www.amorphicrobotworks.org>

ARW is a performance art group, led by Brooklyn-based artist Chico MacMurtrie, which utilizes human and robotic actors, musicians and dancers. Recent work includes "Tote-Mobile", a full size car replica that "unfolds" and grows into a 60 ft high sculptural "tree".

1996 - 2003; Special Effects Designer / Production Coordinator, Walt Disney Imagineering, Glendale CA

Worked on 9 major theme park attractions and projects and designed dozens of special effects and coordinated their production and installation. Major works include design of the in-seating FX for the "A Bug's Life" 4D movie attraction and commissioning and programming of Tokyo Disney Sea's "Nighttime Spectacular" fountain show.

1992 - 1996; General Building Contractor, Eric's Construction Company, Los Angeles CA

Sole Proprietor of a small construction company, with 4 – 6 full time employees. Performed remodel and renovation work.

1987; Contributing Artist, LA Steamworks, Los Angeles CA

"LA Steamworks" was a steam-powered mechanical sculpture association led by LA-based artist Brett Goldstone. Contributions included an assemblage of large (8') steam powered steel flutes which created music as random pulses of steam ran through them.

1986 - 1987; Artist's Assistant, Survival Research Laboratories, San Francisco CA <http://www.srl.org>

SRL is a performance art group that creates surreal, horrific theatre using robotic "actors". Contributions included metal fabrication, set construction, engine tuning, and "rigging" of pyrotechnics.

1986 – 1992; Construction Worker, Various Companies, Los Angeles CA

Worked as Carpenter, Mason, Electrician, Plumber, and Tile Installer.

EXPERTISE

Project Management
Mechanical Design
SFX Design

Solidworks / AutoCAD
Electrical & Control Design
Control Programming

Technical Writing
Projection systems
Prototyping