

ERIC BUDOVITCH

38 Abell Street #312 • Toronto, Ontario M6J0A2
eric@budovitch.com • 416-666-4299

QUALIFICATIONS PROFILE

Classically trained painter with a passion for contemporary techniques and technologies. A painting and drawing instructor with over 15 years of experience teaching and showing art both privately and publicly.

Equally immersed in contemporary art production by way of the “maker movement” and digital technologies such as Photoshop, the Adobe Creative Suite and Unity3D for virtual and augmented reality creation.

- ▶ **Traditional / Digital Media:** Well-grounded in theories of colour harmony, conceptual issues and techniques that apply both to traditional and current visual communication. Ability to solve complex visual problems developing creative concepts into visually appealing experiences.
- ▶ **Training:** Wide breath of knowledge regarding the different schools of artistic education including traditional Flemish painting, Russian & Chinese traditionalism, the Cape Cod system and the French Academy method.
- ▶ **Contemporary:** Knowledgeable in crucial components of digital production, including game design theory, narrative storytelling, character development, production values, and game psychology.
- ▶ **Technical Proficiencies:** Solid knowledge of Mac OSX. Excellent skill set using Unity 3D, Photoshop, Illustrator, Dreamweaver, and Perforce (P4). Developed games / apps for iPad and iPhone.

Core competencies:

◆ Painting	◆ Design	◆ Organization
◆ Drawing	◆ Documentation	◆ Time Management
◆ Instruction	◆ Colour Palettes	◆ Event Organization
◆ Art History	◆ Group Leadership	◆ Public Presentation

EXPERIENCE HIGHLIGHTS

ART FACTORY, Toronto, Ontario

Founder & Primary Instructor, Team Building company, 2014-present

Designed around the concept of “social painting”, this business was conceived to work with companies looking to re-introduce the lessons of team work into their organizations through the benefits of a group painting exercise, the result of which is later installed on the office wall.

- ◆ Created the business plan, designed the website along with all promotional material.
- ◆ Organized other artists to act as assistants to beginner painters during corporate workshops.
- ◆ Learn more at www.artfactory.cc

GEORGE BROWN COLLEGE, Toronto, Ontario

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Instructor & Student, Video Game Design, 2010 - 2012

Taught young students the basics of the Loomis Method of sketching the figure while simultaneously acquiring a strong skill set and proficiency in creating 3D video games and apps. Introduced to and gained skill in using various software tools critical to rendering 3D worlds, level design, character, and background.

Games and projects include:

- ◆ **Winsome**: App for iOS that allows small retailers to participate in mobile space by involving company logos in game play. Finalist in OCAD sponsored Digest competition.
- ◆ Driving force behind development and organization school's first online game board, gathering 100 designers, artists, and programmers intended to form cohesive creative team core; completely restructured GBC in-house production system.

AVENUE ROAD ART SCHOOL / SECOND SCHOOL ATELIER , Toronto, Ontario

Instructor, 2002 - 2011

For Second School, designed and delivered art curriculum featuring "Cape Cod School" of drawing and painting. Taught traditional art education to adult students at the Avenue Road School for the Arts. Explained art theory and guided participants through hands-on demos and use of media. Customized presentation of material to ensure maximum impact and boost student learning.

- ◆ Designed multiple curriculum for a variety of classes, primarily introduction level students
- ◆ Responsible for designing marketing and advertising for school programs.

UNIVERSITY OF WATERLOO

Independent Studies Supervisor, 2010

Designed an off-campus education in traditional methods, under the guidance of the Fine Arts department. Taught and assisted in the development of degree certification.

- ◆ Conceived and developed a unique and self-guided curriculum

ADDITIONAL EXPERIENCE

GALLERY REPRESENTED / FREELANCE ARTIST, Toronto, Ontario

Figurative Artist, 2003 – Present

Work in cross-platform media with focus on traditional methodologies. Represented by Gallery 78 in Fredericton, New Brunswick.

- ◆ Recent Solo Shows: "Here to There" (2014), "Scenes of the City" (2012) and "Art of Drawing" (2010), Gallery 78; and "Investigating the Figure" (2010), The Loch Gallery.
- ◆ Group Shows: "Young Painters" Loch Gallery (2008) Toronto Ontario, "Winter Blues" (2007) Buckland Gallery St.John N.B.
- ◆ Additional work available for viewing at www.budovitch.com

EDUCATION / TRAINING

Advanced Diploma in Video Game Design (2012)

GEORGE BROWN COLLEGE, Toronto, Ontario

Master of Fine Arts (2002)

NEW YORK ACADEMY OF ART, New York, NY

Bachelor of Arts in Art History (1999)

MCGILL UNIVERSITY, Montreal, Quebec