

ERIC WIGHT

CREATIVE DIRECTOR | WRITER | ILLUSTRATOR | ANIMATOR | DESIGNER

PROFILE

A diversely accomplished, hands-on Creative Director with two decades of experience in branding, IP development and production management for some of the world's most recognized corporations in the animation, film & television, digital entertainment, publishing, social/mobile games, music and toy industries.

HONORS & AWARDS

2015 Texas Bluebonnet Award Master List 2015 * Connecticut Nutmeg Book Award Nominee * 2013 Beverly Cleary Children's Choice Award Nominee * 2013 Pennsylvania Young Reader's Choice Nominee 2013 Illinois Monarch Award Master List * 2012-2013 Virginia Reader's Master List * 2012 NJLA Garden State Library Award * 2012 South Dakota Prairie Pasque Award * 2011 Kentucky Bluegrass Award Master List * 2009 NAIBA Children's Book of the Year Nominee * 2009 Bank Street Best Books of the Year * 2009 Kirkus Reviews Best Children's Books * 2009 Best Comics for Kids by School Library Journal * 2008 YALSA Nominee Great Graphic Novels for Teens * 2005 Eisner & Harvey Award for Best Anthology * 2004 Russ Manning Most Promising Newcomer Award * Three-Time Cybil Award Nominee

PROFESSIONAL EXPERIENCE

WIGHT KNIGHT PRODUCTIONS, INC., Chalfont, PA 1999-Present

Independent Creative Consultant for Writing, Illustration, Animation and Game Design

CLIENTS: *ABC/Touchstone, Abrams Books, Amazon Studios, American Taekwondo Association, Bento Box Entertainment, Bloomsbury Publishing, Capitol Records, Cartoon Network, Dark Horse Comics, DC Comics, Film Roman, Fox, Ghostbot, HBO, IDW Publishing, Image Comics, Lifetime Television, Macmillan, Marvel Entertainment, Mattel, MTV, Random House, Simon & Schuster, Starz, TV Guide, Universal Studios, VTech, Walt Disney, Warner Bros.*

8TH LEVEL ENTERTAINMENT, LLC, Chalfont, PA 2013-Present

Creative Director/Co-Founder for Tabletop Games

- Invented the brand identity and company logo.
- Designed and illustrated Beastie Bash!, a card game for children.
- Devised marketing strategies and promotional materials for print, web and social media.
- Co-produced, wrote and directed a three-minute promotional trailer.
- Planned and operated the company booth at the GAMA Trade Show in Las Vegas, NV.
- Managed Scrum workflow, budget and production schedules via internal Google site.
- Pitched business plan to investors, raising \$70K in startup capital.

eOne ENTERTAINMENT, Toronto, CN 2011-2013

Creator/Co-Executive Producer for Animated Preschool Television

- Sold and developed FRANKIE PICKLE book into an animated preschool television series.
- Assisted in the hiring process of the series showrunner/story editor.
- Collaborated with creative team on the series bible, pilot script, and web/mobile apps.
- Pitched development materials to broadcast executives to help secure distribution for 26 episodes.

[484.695.6726](tel:484.695.6726) | eric@ericwight.com | www.ericwight.com | [linkedin.com/in/ericwight](https://www.linkedin.com/in/ericwight)

MAKING FUN, INC., San Francisco, CA 2011-2012

Creative Director/Writer for Social/Mobile Games

KEY PROJECTS: *Timeless Gems, Paper Sagas, Hidden Haunts, Bugsters*

- Directed content creation pipeline from conceptual development to final launch.
- Managed teams in San Francisco, Ireland and Canada utilizing Scrum methodology.
- Maintained content data, design assets and production iteration timelines.
- Directed art production via onsite team meetings, video conferencing and Drupal.
- Wire-framed gameplay UX with a focus on streamlining user experience.
- Maintained executive creative vision to ensure IP remained on brand.
- Translated team brainstorming sessions into tangible strategies for art and gameplay.
- Researched and play-tested competitor IP to ensure market competitiveness.
- Launched game MVP's to Facebook and iOS devices.

Simon & Schuster, New York, NY 2007-2011

Creator/Writer/Illustrator/Co-Designer of Children's Books

- Pitched series proposal and sold it at auction for six figures.
- Created, authored and illustrated the award-winning *FRANKIE PICKLE* series.
- Designed the Frankie Pickle logo; co-designed covers and interiors.
- Produced marketing/promotional giveaway materials.
- Co-planned and executed social media/blog tour publicity.
- Traveled US and Canada for paid speaking engagements and promotional tours.

Warner Bros., Burbank, CA 2006

Supervising Director/Writer, The Atomic County for Animated Web Series

- Pitched and sold the concept to top-level executives at the WB and Capitol Records.
- Managed 9 writers and animators for the production of a 13 episode animated web series based on the hit television series *THE O.C.*
- Designed animation models and style guide.
- Scripted seven episodes while mentoring/story editing junior writers.
- Contributed to voice direction during recording sessions.

Cartoon Network, Burbank, CA 2000

Post-Production Supervisor for Animated Television Series

- Managed 15-20 animators with a focus on delivery schedule and quality control.
- Streamlined production as a communication liaison between executives and production.
- Mitigated conflict between production staff and senior management with HR support.
- Illustrated overflow design assets when called upon.

EDUCATION

School of Visual Arts, New York, NY, BFA, Animation, *cum laude*, class speaker

Walt Disney Animation, Monterey, CA, Feature Animation Boot Camp

Carnegie Mellon University, Graphic Design

SKILLS

Adobe DPS, Storyboard Pro, Scrivener, PowerPoint/Keynote, Omnigraffle, Drupal, HTML, CSS

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