Eric T Elder

LA Game Project Lead, Los Angeles City College

Eric started his career as a 2D animator at MTV on Beavis & Butt-Head and then moved to LA to work on King of the Hill & The Simpsons. When not working as a professional animator he spent 15 years working with the Art Institutes as an Instructor, then as an Academic Director and created the most successful Video Game production training programs in the system.

He founded OW! (Online Worlds) Entertainment in 1997 to create virtual worlds for movie & TV properties. For the past few years, he has been focused on the emerging XR industry managing productions, designing pipeline models, game/experience design, strategic planning, and developing studio pitches for AR & VR based on major Hollywood IP.

He currently spends most of his time as a Creative Media Consultant designing training programs and production pipelines for animation, video game & XR production. He is also actively a speaker at various industry-related events.

He has accepted a new role as the project lead of the LA Game Project where he will be working to implement the new Game Art & Design program he helped get approved to the 19 community colleges in the Los Angeles region. He will also be in charge of developing a new inter-campus Esports League.

SATURDAY
MAY 4

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2:00 PM   **PROFESSIONAL TRACK**

LA Game Faculty Network : A Blue Sky Conversation