

ROSS ARMSTRONG

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Demo Reel: http://www.capnzim.com/Animation/Armstrong_Reel.mov

SUMMARY

A focused and highly productive character animator with over 12 years experience producing animation for the entertainment industry. Excellent communication skills and proven ability to meet tight deadlines and lead a team of animators. Passionately pursuing a video game production role where my leadership, creative and technical skills can be fully utilized to help ship AAA titles.

PROFESSIONAL PROFILE

- A seasoned video game professional with extensive experience in both art and animation direction of PC, console, and online games
 - An innovative animator with a proven track record of spearheading the stylistic development of game characters from high concept to release
 - An extremely creative and capable character animation expert with a deep working knowledge of both human and creature animation
 - An accomplished team leader experienced in management and direction of both internal and remote teams
 - A successful mentor with a proven track record of mentoring animators and building animation teams
 - A results oriented team player with strong interpersonal, problem solving, and relationship management skills with a track record of creating successful partnerships and team chemistry under challenging circumstances
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EXPERIENCE

Lead Character Animator, Gods and Heroes: Rome Rising *Perpetual Entertainment, San Francisco California (01/04 – 10/07)*

- Prototyped the animation pipeline and was instrumental in designing and establishing a visceral and immersive combat system
- Conceptualized and defined the animation style for a broad range of mythological, animal and human characters
- Supervised daily reviews of the animation teams work and effectively communicated animation direction
- Managed international and local outsourced animation resources and developed methods for reviewing and tracking deliverables
- Interviewed animation candidates and helped establish the in-house animation team

Lead Character Animator *Mondo Media, San Francisco, California (04/03 - 10/03)*

- Lead animator on a team that produced pre-rendered, in game cinematic sequences
- Directed and managed internal and international teams of artists and animators across multiple projects

Art Director *Konami of America, Redwood City, California (01/01 - 11/02)*

- Directed, scheduled and organized both internal and external development projects across multiple art teams
- Designed tool sets that streamlined art production and integration
- Worked on location with external developers to provide art and animation direction
- Directed and scheduled the creation of character, environment, vehicle and weapon art from the concept phase through final 3D production models

Character Animator *Double Vision Studios, Sacramento, California (01/00 - 07/00)*

- Developed character animation sequences for a children's direct-to-video production

Character Animator *The 3DO Company, Redwood City, California (06/99 - 12/99)*

- Character animator for pre-rendered in game cinematics

Character Animator/ Visual Effects

Animation Science, Sunnyvale, California (05/98 - 01/00)

- Key team member tasked with the development of an advanced particle engine facilitating visual effects production and 3D crowd and behavioral simulation
- Extensive utilization of a proprietary advanced particle systems for the entertainment industry and also for research and development purposes

Character Animator

MSH Entertainment, San Francisco, California (11/97 - 05/98)

- Produced character animation for a television broadcast cartoon as presented on Fox

Art Director/ Cinematics

Coolhand Interactive, Mountain View, California (01/95 - 05/97)

- Produced cinematic 3D animation sequences and interface design
- Conceptual work, modeling, texturing, lighting, animation and special effects
- Directed and videotaped actors for chromakey compositing into a digital, photo-realistic environment
- Digitized video and combined live action with CGI

TITLES

- Gods and Heroes: Rome Rising (TBD), Perpetual Entertainment Inc.
- The Sims: Bustin' Out (2003), Electronic Arts Inc.
- Magic: The Gathering – Battlegrounds (2003), Atari Inc.
- WWE Smackdown! Here Comes the Pain (2003), THQ Inc.
- Karaoke Revolution (2003), Konami of America, Inc.
- Whiteout (2002), Konami of America, Inc.
- Silent Hill 2: Restless Dreams (2002), Konami of America, Inc.
- Frogger: The Great Quest (2002), Konami of America, Inc.
- ESPN NFL PrimeTime 2002 (2001), Konami of America, Inc.
- Noah's Park (2000), DV Studios
- Army Men 2 (1999), The 3DO Company
- Army Men Air Attack (1999), The 3DO Company
- Army Men III (1999), The 3DO Company
- Vanpires (1998), MSH Entertainment
- Star Wars: Rebellion (1998), LucasArts

EDUCATION

Bachelor of Arts Degree, Architecture

University of California, Berkeley

College of Environmental Design

SOFTWARE

Maya, 3D Studio Max, Character Studio, Softimage, Premiere, After Effects, Photoshop

REFERENCES

Available on LinkedIn:

<http://www.linkedin.com/in/rossarmstrong>