

ROSS ARMSTRONG

Character Animator

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SUMMARY

- A seasoned animation professional with over 21 years experience producing animation for the entertainment industry
 - 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 creative and capable character animation expert with knowledge of both human and creature animation
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EXPERIENCE

Glu Mobile, San Mateo, CA

August 2015 - Present

Lead Character Animator

- Solely responsible for all keyframe animation on an unreleased mobile game
- Wrote pipeline automation scripts to prepare assets for integration into the Unity engine.
- Scripted animation utilities and tools to improve workflow efficiency
- Authored a tool to facilitate animation retargeting between non-similar rigs in Maya

Zynga, San Francisco, CA

July 2013 - July

2015

Lead Character Animator

- Supervised the Animation, VFX and Technical Art Departments on a live game team to deliver at quality and on schedule
- Provided mentorship and aesthetic feedback to the Animation team
- Collaborated with the Senior Tech artist to evaluate and train a junior Tech Artist the necessary skills to provide support across all Art disciplines
- Identified Art pipeline inefficiencies and worked closely with Engineering and Tech Art to author tools that improved productivity
- Provided outsource evaluation and knowledge transfer support to transition the project to a remote team

Pivot VFX, Albuquerque, NM

January 2013 - April 2013

Character Animator

- Worked within Sony Pictures Imageworks production pipeline to create feature character animation for principle Smurfs characters
- Animated shots on the DVD bonus short "The Smurfs: The Legend of Smurfy Hollow"
- Provided character animation for Smurfs TV promotional advertisement

Gazillion Entertainment, San Mateo, CA

April 2008 - December 2012

Lead Character Animator

- Worked in conjunction with the Art Director and within the constraints of game play to develop distinct animation styles for many of the iconic characters in the Marvel Universe
- Defined the animation pipeline and supervised and mentored senior level talent
- Managed the animation team schedule, milestone and asset tracking. Organized daily reviews of work, encouraged group participation and maintained a positive team spirit
- Collaborated with the Technical Artist Team to design and implement intuitive, flexible and efficient

- character rigs and animation tools
- Worked closely with the Systems Designers to create visceral, immersive combat and a unique and significant game system for our MMO
- Interfaced with World Designers to provide animation support for story and game scripting. Provided ideas and created animation assets for character and world interaction that served to enrich the gaming experience by bringing it to life
- Supervised the animation outsource pipeline for teams in India and China. Responsibilities included tasking, scheduling, feedback and asset tracking.
- Evaluated talent for animation staffing requirements

Perpetual Entertainment, San Francisco, CA
Lead Character Animator

January 2004 - October 2010

Mondo Media, San Francisco, CA
Lead Character Animator / Art Director

April 2003 - October 2003

Konami of America, Redwood City, CA
Art Director

April 2001 - April 2003

TITLES

- FarmVille 2, Zynga
- Smurfs 2 (2013), Pivot VFX / Sony Pictures Animation
- Marvel Heroes (2013), Gazillion Entertainment
- Gods and Heroes: Rome Rising (2011), 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

- Animation Mentor - Diploma for Advanced Studies in Character Animation
- University of California, Berkeley - Bachelor of Arts Degree, Architecture

REFERENCES

- Available on my [Linkedin profile](#)
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