

# ROSS ARMSTRONG

## Character Animator

### SUMMARY

A focused and highly productive character animator with over 15 years experience producing animation for the entertainment industry. Excellent communication skills and a proven ability to meet tight deadlines and lead a team of animators. Passionately pursuing a Feature Animation production role where my creative and technical skills can be fully utilized to help create amazing entertainment.

### PROFESSIONAL PROFILE

- A seasoned animation professional with extensive experience in both art and animation direction across a variety of media
- An innovative animator with a proven track record of spearheading the stylistic development of characters from high concept to release
- An extremely creative and capable character animation expert with 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 history of creating successful partnerships and team chemistry under challenging circumstances

### EXPERIENCE

#### LEAD CHARACTER ANIMATOR

*Gazillion Entertainment San Mateo California (03/08 – Present)*

- Defined the animation pipeline and supervised and mentored senior level talent
- Worked with a small animation team to develop distinct visual animation styles for organic biped and quadruped creatures and for many types of robotic characters
- In an agile development environment, was the animation representative on multiple scrum teams and responsible for ensuring their needs were met on time and to AAA quality standards
- 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

#### LEAD CHARACTER ANIMATOR

*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/ART DIRECTOR

*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 ARTIST**

### *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**

- Marvel Universe, Gazillion Entertainment (currently in production)
- 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**

### *Animation Mentor Advanced Character Animation*

Paul Allen - Terminal Reality Incorporated

Jeremy Cantor - Industrial Light and Magic

Richard Fournier - Blue Sky Studios

T. Dan Hofstedt - Reel FX

Brent Homman - Walt Disney Animation Studios

*University of California, Berkeley*

Bachelor of Arts Degree, Architecture

**SOFTWARE**

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

**REFERENCES**

Available on LinkedIn:

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