

Russ Briggeman

3D Animator / Generalist

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EXPERIENCE

Art Bully, Raleigh, NC (Remote) — Freelance Animator

May 2017 - PRESENT

Using Autodesk MAYA to create high-quality character and creature animations while meeting strict standards and deadlines.

Monothetic, Online Remote — Freelance Animator

February 2015 - PRESENT

Using 3ds Max to create professional quality rigs and animations for characters, creatures and background elements for their project *Beacon*.

Liminal Games, Online Remote — Freelance Animator

September 2014 - October 2015

Using 3ds Max and Biped Rigs to create high-quality character animations for a variety of fantasy style melee weapons. Project name *Memory of Eldurim*.

Illustrated Storyboards, New York City, NY — Freelance 3D Generalist

November 2013 - February 2014

Archiving 3D models with proprietary software. Using 3ds Max and Photoshop to create assets/storyboards based on client feedback.

InterWave Studios, Online Remote — Freelance 3D Generalist / Animator - 3ds Max

June 2009 - March 2011

Black Mesa: Source, Online Remote — Freelance 3D Animator - 3ds Max

November 2006 - June 2009

The Home Depot, New York City, NY — Sales Associate, Flooring Specialist, Kitchen Design Specialist

June 2007 - May 2018

SKILLS / EXPERIENCE

- 3D Animation
- 3D Modeling
- Game Design
- Level Design
- Storyboards
- Illustration
- 3Ds Max
- Maya
- Adobe Photoshop
- Adobe Premiere
- Slack
- Trello
- Stage Combat Choreography

EDUCATION

Art Institute of Pittsburgh, Pittsburgh, PA — Bachelor's Degree Game Art and Design

October 2003 - December 2006

Best In Show for Portfolio Review.

Introduced to Stage Combat Choreography.