

# Russell Briggeman Jr.

3D Animator / Rigger / Generalist

## 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 for their project **Torchlight: Frontiers**.

### **Crowbar Collective Online Remote — *Freelance 3D Animator / Generalist- 3ds Max***

November 2006 - June 2007, Oct 2018 - PRESENT

Using 3ds Max to animate creatures, NPC's and first person weapon animations, as well as physics simulations and other general prop management tasks for their project **Black Mesa**, a from-scratch remake of the original **Half-Life** by Valve.

### **Monothetic, Online Remote — *Freelance Animator***

February 2015 - June 2019

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

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

November 2013 - February 2014

Using proprietary software along with 3ds Max to manage 3d assets.

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

June 2009 - March 2011

Creating player animations for first and third person models for their title **Nuclear Dawn**.

### **Liminal Games, Online Remote — *Freelance Animator - 3ds Max***

September 2014 - October 2015

Using 3ds Max and Biped to animate fantasy style weapon animations and creatures for **Memory of Eldurim**.

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## 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.