

Russell Briggeman Jr.

3D Animator / Rigger / Generalist

EXPERIENCE

3rd Films, Burbank, CA (Remote) — *Freelance Animator*

November 2019 - Feb 2020

Using 3ds Max to animate human and robotic characters for VFX shots for their upcoming live action television projects.

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 3*.

Crowbar Collective, Online Remote — *Freelance 3D Animator / Generalist*

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 high 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*

June 2009 - March 2011

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

3439 Knox Place, Apt 5H
Bronx, NY 10467

917-232-3574

rbriggemanjr@yahoo.com

burningice81.wordpress.com

www.linkedin.com/in/rbriggemanjr

SKILLS / EXPERIENCE

- 3D Animation
- 3D Modeling
- Game Design
- Level Design
- Storyboards
- Illustration
- 3Ds Max
- Maya
- Adobe Photoshop
- Adobe Premiere
- Slack
- Trello
- Frame.io
- 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.