Russell Stenberg

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Summary

I create "AAA" animations and systems that are both simple and complex at the same time. Through versatile animation skills, a solid perception of game design, and a basic understanding of programming I construct robust animation systems piece by piece though research & development, constant evaluation, quick iteration, and finally high quality polish.

Excellent Skill Set   Exposure Skill Set

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Motion Builder	Maya
3D Studio max	Java / C#
Morpheme	Unity 3d
Character Studio	Photoshop
Unreal 4.5	Max Script

Experience

Xaviant Games   2014 – 2015

Lichdom: Battlemage
Unreleased project

- Animated biped and multi-legged monsters for Lichdom.
- Wrote ease-of-life tools in Maxscript and LUA (Motion Builder)
- Processed mocap and assembled all cinematic sequences in Motion Builder ensuring all characters work together and are in sync.
- Used Unreal 4.5 to design the animation network, build blueprints, and skills for players and bots.

CCP Games   2010 – 2014

World of Darkness (unreleased)
Eve: Incarna

- Created, maintained, and expanded upon the in-game traversal system which became a large selling feature of World of Darkness
- Planned the integration of new abilities per game design specifications.
- Developed small morpheme tools in LUA to help speed up production.
- Animated all characters for the CCP internal visual target video.

By the end of my time with CCP our animation network had grown to nearly 2300 unique animations per gender of which I dealt with over half in one form or another.

EA Mythic   2005-2009

Warhammer Online: Age of Reckoning

- Animated all Goblin grips, Squig variations, Dark Elf Females – single dagger & dual dagger & staff grips, Giants, Snotlings, Harpies – full monster list available
- Rigger & Animator – Steam Tank, Gyrocopter, All Siege Weapons.
- Updated rigs and animations for older monsters with current information
- Dissected the animation pipeline to understand, implement, and test characters not fully introduced into the game yet.

In 2008 during the San Diego comic-con my goblin animations were cut together and used for a bit in a Jay Leno monologue. The goblin told a Jay Leno joke.

Education

Arts Institutes International of Minnesota
Bachelors of Science in Media Arts and Animation