

Russell Stenberg

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Experience

Warhammer Online: Age of Reckoning

EA Mythic

October 2005 – November 2009

Character Animator

» 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

» Taught myself the art pipeline from concept through finale looking for ways to improve and smooth the system.

» Learned VBA in order to write an extensive excel macro to speed up the character implementation system

Wizard Animation Studios

Freelance Character Animator

April 2006 – Jan 2007

» 3D Studio max Cinematic Character Animator

» Adobe After Effects Compositor

Skills

- Straight Animating
- Animating in loops
- Character Rigging
- Troubleshooting Rigs
- R&D new Rigs

Proficient Software

- 3D Studio Max
- Character Studio
- Adobe products
- Gamebryo
- Excel + VBA

Education

Art Institutes International Minnesota

Bachelors of Science Degree in Media Arts and Animation 2003

References

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|-------------|--------------------------------|----------------------|
| Jeremy Dale | Senior Animator | vlydweller@yahoo.com |
| Steven Chao | Senior Animator
EA – Mythic | stevechao1@gmail.com |
| Jim Crawley | Visual FX Artist | jimandell@yahoo.com |