

Russell Briggeman Jr.

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Professional Objective:

To acquire a job in the Game Industry that utilizes my education and skills learned at the Art Institute of Pittsburgh.

Education:

Art Institute of Pittsburgh, Pittsburgh PA
Bachelor of Science Degree: Game Art/Design, Dec 2006.

Course Related Studies:

2D/3D Animation	Storyboards	Game Prototyping
3D Modeling	Digital Storytelling	Illustration
Interface Design	Level Design	Game Production Team
Lighting / Texturing	Speech	Life Drawing

Computer Skills:

Adobe Photoshop CS	3DsMax 9	Microsoft Excel
Adobe Premiere	Game Maker 6	Microsoft Powerpoint
Dreamweaver 8	Microsoft Word	Unreal Editor 2
Steam Editor	Face Poser	

Work Experience:

Black Mesa: Source – November 2006 – Current / Non-paid Volunteer
3D Animator: I create custom bone rigs for, and animate, high poly models and props. I have worked on Scripted Scenes, Lip Synching, Enemy Cycles, and Weapon Animations.

Art Institute Drama Club – Winter 2005
I learned Choreographed Stage Swordplay and Combat with multiple fighters simultaneously.

The Home Depot – May 2007 – Current / Hardware Associate \$10.50/hour
I am responsible to assist customers, keep track of inventory, and maintain stock security.

(References available upon request.)