

Scott A. H. Ruggels

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POSITION SOUGHT: Animator

TOOLS:

On Windows: Z-Brush, Maya 8.5, Unreal Editor3, 2, The Vicious Cycle, Engine Gamebryo, 3d Studio Max6, 4.2, 3.2.5, Character Studio3.0, Photoshop 7.0, Adobe Premier 6, Microsoft Source Safe, Autodesk Animator Studio, Equilibrium Debabelizer Pro, Dark Tree Texture Tool, MS Word, MS Publisher, Accolade's Tile Editor (Ted).

On the SGI: Softimage Creative Environment, some experience with Wavefront Gameware Deluxe.

Traditional Tools; Pencil, pen and ink, Markers, chalk, colored pencil.

CREDITS:

For Collision Studios:

- Lead Animator, modeled dog and props for **Ultimate Duck Hunter: Hunting & Retrieving Ducks**.

For Castaway Entertainment L.L.C.:

- Modeled Characters in Maya, both High and Low Polygon for importation into Gamebryo, and Unreal Engine3 Middleware.
- Animated characters, monsters and animals for the game *Djinn**

For The 3do Company:

- Character Modeler on **Johnny Mosely: Mad Trix** for PS2.
- Environment, vehicle and character modeler for **Army Men: Green Rogue** for PS2
- Cinematic animator and Scenic and vehicle modeler for **Army Men: World War** (PC).
- Environment and vehicle modeler for **Army Men: Toys In Space** (PC).
- Environment and vehicle modeler for **Army Men II**(PC),
- Environment and vehicle modeler for **Army Men I** (PC),
- Story boarding cinematic sequences for **Army Men I**,
- VO work for **Army Men I** and **II** and **3d** (PSX),
- Low polygon baseball stadium Geometry for **High Heat Baseball**.

For Accolade:

- Concept Artist and lead animator, and background artist for *Cybernauts; The Next Breed*,
- Concept artist and animator for *Fire Team Rogue*.

For Hero Software:

- Lead Animator, artist, background artist, Special effects animator for *Champions! The Computer Game*.
- Title Graphics and font design for **Heromaker!**.

Plus many printed illustration for Paper based RPG companies and magazines.

* **Bold** titles have shipped. *Italicized* titles have not shipped.

WORK EXPERIENCE:

Character Artist/Animator, , for **Collision studios**, March-May **2006**, and February –Present **2007**
Character Modeler and animator for **Castaway Entertainment L.L.C.** November **2003** to December **2005**.
Armed guard & driver for "**Armed Courier Service**" from February **2003** to November **2003**
Animator and modeler for the Army Men PC and PS2, for **3do** from April of **1996** to November **2001**.
Baseball Stadium and art processing for High heat baseball for **3do** from December of **1994** to April **1996**.
Lead animator and background artist for **Accolade** from July of **1993** to December of **1994**
Lead Animator and background Artist for **Hero Software** from December **1991** to June **1993**
Freelance Illustrator for various Role Playing Game companies since **1985**.

EDUCATION:

Graduated Palo Alto Senior High School in 1982. Attended San Jose State University majoring in Fine Art and minoring in Military Science. Courses included : Art history, Basic drawing, Life Drawing, 2D Design, Industrial and product rendering. Additional coursework at Foothill College in Commercial Art, Computer Graphics. Attended De Anza College. Courses included Film Editing, Character Animation (Todd Flinchbaugh) and advanced film animation. Animation anatomy from Sheldon Borenstein. 2000, Massive Black Workshop in San Francisco 2005.

REPRESENTATIVE WORK:

<http://www.rdwarf.com/users/edbado/DemoReel/portfolio/index.html>