

Dean Ruggles

A n i m a t o r

<http://www.creativepathstudio.com/deanruggles>

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//SKILLS

Animator: Flash and 3D animation for gameplay or storytelling

Developer: Flash, Actionscript, Maya, 3DStudio Max, Unreal, Morpheme

Team Leader: Develops and improves tools and pipelines for both startups and established studios

Related Skills: Modeling, rigging, skinning, texturing, motion capture cleanup, lighting, and effects animation

//PLATFORMS

Social (Facebook)

Xbox360

PS3

//EDUCATION

California Institute of the Arts, 1992. Bachelor of Fine Arts

Rhode Island School of Design, 1990, Undergraduate

//HISTORY

STUNTBIRD GAMES, 2010-present. Studio Head / Producer
Jounce
Pixaquarium

SHABA GAMES (Activision), 2004-2010. Lead Animator
Shrek SuperSlam
Spiderman: Web of Shadows
Guitar Hero DLC

NAMCO, 2003. Animator
Dead to Rights 2

STORMFRONT STUDIOS, 2002. Animator
Lord of the Rings: The Two Towers (Nominated Best Action -
Adventure, Electronics Entertainment Expo, 2003)

CAPTIVATION DIGITAL LABS, 1999-2002. Animator
Halfife for Dreamcast
Dreamcast Online Game Gallery

ACADEMY OF ART SAN FRANCISCO, 2002. Instructor
Game Textures and Lighting

989 STUDIOS (SCEA), 1996-1999. Animator
Blasto

SEGA TECHNICAL INSTITUTE, 1994-1996. Animator
Die Hard Arcade
ComixZone

VIRGIN GAMES, 1992-1994. Lead Animator
Disney's JungleBook (Best in Show, C.E.S. 1994)