

# Dean Ruggles

## Animator

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

deanruggles @ gmail.com

### //SKILLS

#### ANIMATOR

Delivered over a dozen titles with 3D and 2D animation for storytelling and gameplay. Also can model, skin, rig, and implement art assets into game engines.

#### TEAM LEADER

Managed teams, shipped games, developed and improved tools and pipelines for startups and established studios.

#### TALENTS

Animating characters, modeling, rigging, skinning, texturing, mo-cap cleanup, lighting, effects.

#### TOOLS

Maya, 3DSMax, Unity3D, Unreal, Morpheme, MotionBuilder, Flash, Photoshop, MEL, MonoDevelop, Mecanim, SourceTree, SVN, VMware, PC, Mac.

### //EXPERIENCE

#### LEAD ANIMATOR - Glu Mobile

*Tap Sports Baseball (iOS, Android) - Estimated release date 2017*

Lead animator for the upcoming 2017 update of Glu Mobile's premier sports title.

#### ANIMATOR - Zynga

*FarmVille Harvest Swap (iOS, Android, Facebook)*

Animated, rigged, and skinned characters in this "Match-3" game with animated narrative scenes.

*Ninja Kingdom (Facebook)*

Animated, rigged, and skinned characters, and built models in this "Clash of Clans" style game.

*Forestville (iOS)*

Animated, rigged and skinned characters and props in this adorable forest animal game.

*Battlestone (iOS)*

Animated new combat moves and cleaned up motion capture for this action game.

#### LEAD ANIMATOR - Activision

*Shrek SuperSlam (Playstation 2, Xbox)*

Lead Animator for team of 13 on this "Mario Smash Brothers" type of game – built an animation team, determined the look and feel, and helped develop an animation tool to allow the title to grow from 8 to 20 characters, and delivered high-quality animation that fit the designers' needs while staying on schedule and on budget.

## **ANIMATOR - Activision**

### ***Spider-Man: Web of Shadows* (Playstation 3, Xbox 360)**

Animated many cinematic elements of this narrative-based action title.

## **ANIMATOR - Spry Fox**

### ***Triple Town* (Facebook)**

Animated the bears, robots and villagers in this charming "Match-3" puzzle game.

## **LEAD ANIMATOR - Virgin Games**

### ***Disney's The Jungle Book* (Super NES)**

Lead Animator in this award-winning action game based on the animated Disney movie.

## **ANIMATOR - Captivation Digital Laboratories**

### ***Half-life* (Dreamcast)**

Rebuilt the art assets for this popular PC title to the Sega Dreamcast.

## **ANIMATOR - Stormfront Studios**

### ***Lord of the Rings: The Two Towers* (Playstation 2)**

Animated many enemy character combat moves in this award-nominated action-adventure fighting game based on the second movie in the Peter Jackson trilogy.

## **ANIMATOR - Sega Technical Institute**

### ***Die Hard Arcade* (Sega Arcade)**

Animated combat actions for the game characters in this story-driven adaptation of the "Virtua Fighter" game engine.

### ***Comix Zone* (Genesis)**

Animated the main character in this graphic-novel style fighting game.

## **ANIMATOR - 989 Studios (Sony Computer Entertainment)**

### ***Blasto* (Playstation)**

Animated the lead character in this cartoony action 3<sup>rd</sup>-person shooter for the Playstation.

## **//OTHER EXPERIENCE**

### **INSTRUCTOR - Academy Of Art University**

#### ***"Careers in Animation & VFX"***

Helped new artists create portfolios and professional presentations.

## **//AWARDS**

**Best in Show, Consumer Electronics Show** "Disney's Jungle Book"

**Nominated Best Action Adventure, Electronic Entertainment Expo** "Lord of the Rings: The Two Towers"

## **//EDUCATION**

California Institute of the Arts, Bachelor of Fine Arts

Rhode Island School of Design, undergraduate studies