

Jeff Almquist

Animator

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Software

3D Studio Max
Maya
After Effects

Premiere
Flash
Photoshop

Experience

Character Animator, *Red Orchestra 2: Rising Storm* 12/10 – present

- Create in-game animation for Tripwire Interactive's *Rising Storm* expansion for *Red Orchestra 2*. Imported animation assets into the Unreal 3 editor
- Website: <http://www.risingstormgame.com>

Character Animator, *Forgotten Hope 2* WWII mod for *Battlefield 2* 7/06 – present

- Responsible for first person weapons animation in 3D Max for use in the DICE Refractor 2 engine. Working with a recognized international collaboration of artists and programmers, voted #2 for "Most Anticipated Mod" for *Forgotten Hope 2* on ModDB's "Mods of 2006" awards
- Website: <http://forgottenhope.warumdarum.de>

Animator, Zoetika Studios, LLC (self-employed) 11/04 – present

Provide 3D and Flash animation for various medical, pharmaceutical and pre-visualization projects. Clients include companies such as Pfizer, Bristol Meyers Squibb, Armor Dynamics, DARPA and Harte-Hanks

Character Animator, *Vicarious Visions* 4/09 – 7/09

Animated characters in-game and in cut scenes for the game *Marvel:Ultimate Alliance 2*. Worked with key-framing and motion capture using 3D Max

Character Animator, Blue Sky Studios 2/09 – 4/09

Animated lead and background characters on the feature film *Ice Age: Dawn of the Dinosaurs*

Animator, Harte-Hanks, Lake Katrine, NY 7/97 – 11/04

- Developed majority of company's 3D animations, which included medical, character, and promotional pieces
- Performed all aspects of 3D animation including storyboards, modeling, animating, lighting, rendering, and post-production
- Acted as consultant to Medical Affairs group and on script-writing for medical animations
- Directed small team of 3D and Flash animators

Education

AnimationMentor.com
Mentors: Nicole Herr, Jason Martinsen, Greg Kyle

Ulster County Community College,
Stone Ridge, NY

AA Art Liberal Arts
1991