

# Jeff Almquist

## Animator

72 VanDeBogart Road  
Woodstock, NY 12498

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<http://www.jeffalmquist.com/reel>

### Software

3D Studio Max  
Maya  
After Effects

Premiere  
Flash  
Photoshop

### Experience

#### Character Animator, Red Orchestra 2: Rising Storm 12/10 – 1/13

Created in-game animation for Tripwire Interactive's *Rising Storm* expansion for *Red Orchestra 2*. Imported and implemented animation assets into the Unreal 3 editor

Website: <http://www.risingstormgame.com>

#### Character Animator, Forgotten Hope 2 WWII mod for Battlefield 2 7/06 – 3/10

Responsible for first person weapons animation in 3D Max for use in the DICE Refractor 2 engine

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 keyframing 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* using Maya

#### 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