

Kyle D. Ruegg

6257 Rue Molson, apt. #16
Montreal, Quebec, H1Y 3C2
Canada (United States Citizen)

Phone #: (514) 553-0003
E-mail: kylar1984@gmail.com
Portfolio Website: www.kangaruegg.com

SKILLS

Software: Maya, 3D Studio Max, Motion Builder, Unreal 3, Photoshop, Painter, After Effects, Premier, Shake, Audition, Excel, Word, Outlook

Other Skills: motion capture cleanup & editing, hand-drawn animation, rigging, modeling, texturing, lighting & rendering, storyboarding, drawing, caricatures

EXPERIENCE

GAMELOFT, Montreal, QC, Canada Aug. 2010 to present

International publisher and developer of video games for mobile phones, tablets and consoles

3D Animator

Unannounced Title (iphone & ipad)

- Created key-framed animation sets for a variety of enemies and the player character
- Rigged & skinned low-poly in-game characters using biped auto rigging as well as custom rigs with max bones

Dungeon Hunter: Alliance (released on Playstation Network)

- Animated in-game cinematic sequences based on storyboards
- Fixed animation bugs and prepared the cinematics to be exported from 3D Studio Max into the game engine

FLURRY STUDIOS, Eden Prairie, MN, United States Nov. 2009 to Dec. 2009

Computer animation studio specializing in conceptual design, 3D animation, character animation and compositing

Animator (contract)

Created hand-keyed animation based on storyboards for a video production of the "Read and Share" children's bible

RAVEN SOFTWARE, Middleton, WI, United States Sept. 2007 to Sept. 2009

Videogame developer that is a subsidiary of Activision Blizzard

Animator

Singularity (released on Xbox360, PS3 & PC):

- Hand-keyed various creature attacks and movement animations
- Edited and cleaned up motion capture animation using Motion Builder and Maya for various soldier moves

Wolfenstein (released on Xbox360, PS3 & PC):

- Hand-keyed various creature attacks and movement animations
- Edited and cleaned up motion capture animation using Maya for various soldier moves

X-men Origins: Wolverine (released on Xbox360, PS3, & PC):

- Animated and implemented approximately 12 in-game cinematic sequences using hand-keyed animation and motion capture editing, based on storyboards as well as direction from the lead animator and designers
- Designed and hand-keyed various combat and movement animations for characters in-game
- Designed and hand-keyed interaction combat animations between two characters

REELWORKS ANIMATION, Minneapolis, MN, United States Aug. 2007

Traditional animation production studio specializing in commercials and short films

Animation In-Betweener

Created in-between drawings for an instructional video using timing sheets and key drawings established by the animator

EDUCATION

Ringling College of Art & Design, Sarasota, Florida, United States 2003-2007

Degree: Bachelor of Fine Arts Major: Computer Animation

Graduated: May 2007 GPA: 3.56

Minnesota River School of Fine Art 1996-2003

AWARDS & RECOGNITION

11 Second Club Competition Nov. 2010

- Placed 11th out of 295 entries in the November 2010 online competition

Selected for the Best Of Ringling Show, Animation Category Spring 2005

- CG character animation: Soap Box
- Hand-drawn character animation: Sad Sack

Ringling President's List Academic Award 2004-2005

National Dean's List 2006