

Rick Blankenship

character animator

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profile

Meticulous character animator continuously pursuing knowledge of the craft. Self-starter with game animation experience and over 8 years of art and production knowledge. Experience working with everyone from game designers to electrical engineers.

work experience

EDGE OF REALITY, Animator

Nov 2007 – Nov 2008

Responsible for key-frame animations on hyper-realistic human characters for the Xbox 360 and PS3 title CIPHER Complex.

- Choreographed and animated complex melee attacks involving multiple in-game characters.
- Animated player package and non playable characters.
- Animated 1st and 3rd Person weapon animations.
- Worked closely with designers and programmers on all aspects of the project.

ARCHANGEL STUDIOS, Animator/Producer/Sound Designer

2003 – 2005

Earned successive promotions from original artist role to managing 13-person team to produce *Relic: Game of the Ancients*, an online strategy board game. Also designed original concept game. Led the team which developed *Aardvark Adventures*.

- Animated players and modeled stadiums for original game idea. Wrote design document detailing storyline, game play, controls, technology, and AI. Designed UI, and created Flash movie highlighting game.
- Created all sound effects and wrote original music for *Aardvark Adventures*.

education

ANIMATION MENTOR, Advanced Studies in Character Animation

Diploma Sept. 2006

- Conceived, developed story and animated a 1 minute short film in a 6 month time frame.
- Performed advanced multi-character acting tests.
- Built a solid animation foundation based on the principles.

LEE COLLEGE, Design Drafting Technology

1992 – 1997

- Learned free-hand drafting, multiple computer-aided design (CAD) programs, 3-D modeling, mathematical concepts and problem solving.

additional work experience

DRASTIC GRAPHICS, Owner/Artist (www.drasticgraphics.com)

1999 – 2005

Co-founded independent consultancy to build websites, create corporate logos, and develop 3D art for a variety of clients including a site for Outdoor Polymers Systems and the Gallery Furniture Bowl website (NCAA football). Also created sound and art assets for video games.

LYONDELL CHEMICAL, Instrument & Electrical Designer

2000 – 2007

EQUISTAR CHEMICAL, Cad Draftsman

1997 – 1999

CDI ENGINEERING, Cad Draftsman

1996 – 1997

skills

- Character Animation
- Texture Mapping
- Maya
- Premiere
- Rigging
- Project Management
- 3DS Max
- AutoCAD
- 3D Environments
- UI Design
- Photoshop
- FL Studio
- Story/Script Writing
- Sound Design
- Flash
- MS Project/Office