

Rick Blankenship

character animator

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profile

4+ year character animator experienced with Maya and Max, highly adept at hand keyed animation and rigging techniques.

work experience

DISNEY INTERACTIVE / JUNTION POINT STUDIOS, Animator

June 2010 – Present

Responsibilities include key-frame character animations.

PANIC BUTTON GAMES, Animator

Aug 2009 – May 2010

Responsibilities include animations and rigging for current console development. Worked on 3 titles, 2 titles from start to finish.

- Worked as primary animator on "Attack of the Movies 3-D".
- Animated and rigged quadrupedal, bipedal, robotic and undersea characters for "Attack of the Movies 3-D".
- Animated enemy characters for "Swords".

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.

ARCHANGEL STUDIOS, Animator/Producer/Sound Designer

Mar 2003 – Mar 2005

Earned successive promotions from original artist role to managing 13-person team. Led the team which developed *Aardvark Adventures*.

- Animated players and modeled stadiums for original game idea.
- Created all sound effects and wrote original music for *Aardvark Adventures*.

education

ANIMATION MENTOR, Advanced Studies in Character Animation

Graduated - Sept. 2006

LEE COLLEGE, Design Drafting Technology

1992 – 1997

game titles

EPIC MICKEY, SWORDS, ATTACK OF THE MOVIES 3-D, WE WISH YOU A MERRY CHRISTMAS, CIPHER COMPLEX

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