

# Russ Bernice

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## Summary

- 6 years experience in the gaming industry
- Worked as an animator on Borderlands, Aliens: Colonial Marines, Damnation and 7 other games. Also animated for 4 projects, including a Duke Nukem Forever PAX promo and Borderlands Webisode 4.
- Played a role as a general artist (modeled, textured, skinned, or rigged) for Dragon Age, Rock Band 1 & 2, and Hellgate: London
- Most animation was done in 3DS MAX using Character Studio. Some was done in Maya and Flash. Basic experience with Motionbuilder and Unreal 3 Engine

## Work experience

2010                      Shadows in Darkness                      Coral Springs, FL

### Freelance

- Worked as a 3D animator on four games and projects, including Borderlands: Webisode 4, and iCarly.

2007-2010                      Liquid Development                      Portland, OR

### Freelance

- Worked as a 3D animator and general 3D artist on a wide variety of games and projects, Some of which include: Borderlands, Rock Band 1 and 2, Dragon Age, and Aliens: Colonial Marines.

2004-2006                      Blue Omega                      Annapolis, MD

### Freelance

- Animator responsible for pre-visualization, draft, and production-quality animation of many characters for the prototype of Damnation.

**\*references available upon request**

## Education

1998 – 2002                      School of Visual Arts                      New York, NY

**Bachelor of Computer Arts Degree**