

Ashley Ruhl

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Animation • Cinematic Design • Motion Graphics

Profile

- **Bachelor of Arts in Animation from DePaul University, 2010**
- **Extensive study of character animation**
- **Professional experience with cinematic design in games**
- **Professional experience with Flash, Photoshop, and Illustrator**
- **Contributor to IISecondClub.com**

Experience

Bioware Austin

February 2011 – February 2012

Cinematic Designer [Star Wars: The Old Republic]

- Created in-game cinematics using pre-recorded dialogue and animation/SFX/VFX libraries
- Used HeroBlade to create multiple cinematic experiences for different player decisions
- Set up camera angles to optimize for multiple player avatar body types and group sizes

Company Website: www.swtor.com

Final Score Music

October 2010 – February 2011

Media Designer

- Created covers for sheet music
- Designed company logo and promotional video

Company Website: www.finalscoremusic.com

Synapse Games

April 2010 – August 2010

Flash Animator [Tyrant]

- Created assets in Illustrator/Photoshop for Facebook card game Tyrant.
- Created animations for card attack and defense actions

Company Website: www.synapse-games.com

Tyrant on Kongregate: www.kongregate.com/games/synapticon/tyrant?sfa=permalink

Transcend Innovation LLC

August 2009 – December 2009

Art lead, Animator, 2d artist [Contaminated Waters]

- Created characters in Illustrator and animated in Flash
- Structured pipeline for art assets from concept to game
- Arranged environment sets in XML files

Company Website: www.transcendinnovation.com

Game link: www.transcendinnovation.com/cse/

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Skills

Art Skills:

3D animation • Cinematic design • Motion graphics • Storyboards • Logo design • Video editing

Software Proficiency:

Game software: HeroBlade, Perforce
Animation: Maya, After Effects, Flash
Special Effects: After Effects, Premiere
Sound: Soundbooth

Independent Game Projects

DePaul University Game Elites

June 2009 – November 2009

Game Artist, Cinematic Artist [Devil's Tuning Fork]

- Created environment art in Maya
- Created concept art for level design
- Created game finale cinematic

Awards: "Independent Games Festival" Student Showcase Winner, 2010

Website: www.devilstuningfork.com

Team Crave Case, DePaul University

February 2010 – April 2010

Art lead, 2d Artist/Animator [Painter's Colic]

- Designed art direction and visual style
- Created art assets and sprite sheets in Photoshop
- Animated characters in After Effects
- Created menu buttons and animations

Awards: DePaul University 2010 "Nightlight" game competition, 1st place

Video: www.youtube.com/watch?v=p58jtWG9hLk

Education

Bachelor of Arts (BA), Animation

DePaul University

Chicago, IL (2010)

Cumulative GPA: 3.802

College of Computing and Digital Media Dean's List – 2006 – 2010