

Russ Armstrong

EXPERIENCE:

August, 07 – December, 2012 **Houston Community College** Houston, TX
Digital Communications Full-time Faculty Instructor

- Plan, organize and teach courses: ITXR 1370 Introduction to Virtual Reality, ARTV 1303 Basic Animation, ARTV 2301 2D Animation I, ARTV 1345 3D Modeling & Rendering I, ARTC 1303 Digital Imaging I, ARTV 1351 Digital Video, IMED 2388 Internship.
- Developed and implemented curriculum based on professional experiences while maintaining HCC course standards.
- Lecture and instruct technical competence in software, highlighting current industry trends and software.

2005 - Present **Engineering & Computer Simulations, Inc.** Orlando, FL
Consultant/3D Artist

- Producing high-fidelity real-time 3D assets for a variety of interactive “serious-game” training applications.
- Producing realistic high-resolution 3D and 3D models and animations for training courseware and video.

2004 – 2008 **Kingwood College** Kingwood, TX
Adjunct Instructor

- Courses taught: *Digital Video, Advanced Digital Video, Lighting for Film/Video, TV Field Production, and Introduction to Multimedia* for the Visual Communication Department at Kingwood College.

1999 – 2002 **Engineering & Computer Simulations, Inc.** Orlando, FL
Director of Multimedia

Managerial experience included program coordination over multiple project managers and clients. Scope of the various projects include, but not limited to:

- Created video production department and responsible for the writing, production and editing of all projects.
- Developed new marketing strategies to encompass the latest advances in technology.
- Wrote and/or approved all proposals going out to prospective clients.
- Generated new ideas to increase profits and develop new revenue streams.
- Developed and maintained strategic industry alliances.

1997-1999 **Engineering & Computer Simulations, Inc.** Los Angeles, CA
Consultant/Graphic Artist

Projects completed on the Virtual Orlando International Airport and the Virtual Miami International Airport. Scope of projects includes but is not limited to:

- Employee Parking Facility
- North Crossfield Taxiway
- Level 3 Side A Existing
- Northeast Terminal Expansion
- “2-d” Simulation of Ongoing project limits

1993 - 1997

Engineering & Computer Simulations, Inc.
Project Manager/Content Development

Orlando, FL

- Management position that controls all aspects of visual content development within the organization.
- Develop and institute standards and procedures for content creation.
- Create optimization parameters during visual simulation development for use with specific runtime engines.
- Direct interface with potential and existing clients.
- Manage available manpower to meet project deadlines.
- Worked with clients and staff through individual projects.
- Managed source data collection, modeling, texturing, file structuring and programming requirements for many projects simultaneously.
- Speaking engagements at various conventions, conferences, and trade shows.

EDUCATION:

1997- 1999

American Film Institute

Los Angeles, CA

- Master of Fine Arts in Film Production.
- Recipient of “Richard Levinson Memorial Award” for excellence.

1995-1997

University of Central Florida

Orlando, FL

- Bachelor of Arts in Motion Picture & Television Technology.
- Recipient of College Emmy Award from The Academy of Television Arts & Sciences for the short film “Tick Tock.”
- Film “Tick Tock” played in over twenty film festivals across the country.

PROFESSIONAL ACTIVITIES:

2004 – 2010

Lone Star College Visual Communication Advisory Board

Kingwood, TX

COMPUTER SKILLS:

- 25 years of PC experience and 15 years of MAC experience.
- Graphics, Video and Multimedia Tools: Photoshop, Illustrator, Premiere.
- Animation Tools: 3D Studio Max, Maya, Blender, Unity, After Effects, Flash, (Action Script).
- Web Tools: Dreamweaver, HTML, CSS, JavaScript.