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## Character Rigger CV

### Computer Skills

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- Experience in producing high level/advanced rigs and animation interfaces.
- Strong understanding of anatomical and creature behaviour, which includes skin, muscle and cloth setups.
- Able to operate and understand the technical aspects of Maya
- Using and writing Python, Maya Expressions, API and producing automated tools in Maya.
- Able to quickly adapt and learn new software.
- Effective problem-solving skills, which may include overcoming obstacles in production pipelines and identifying/managing risks.
- Building of extensive rigging pipelines which includes both bipedal and creature solutions.
- Creation and Assessment of high quality 3d models.

### Personal Skills and Attributes

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- Intelligent approach to work
- Good communication skills
- Ability to lead and provide support for new artists.
- Resourceful
- Helpful, kind and interested in providing quality service
- Reliable
- Extensive knowledge in 3d software
- Strong problem-solving skills
- Friendly and calm

### Software skills

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**3d Animation:** Autodesk Maya/ 3dsmax, Blender

**Game Development:** Unity Game Engine, Unreal Engine

**Surfacing:** Substance Painter, Quixel, MegaScans

**Rendering:** Redshift, Arnold, Vray

**Maya Plugins:** Xgen, Ziva Dynamics, MASH, Ornatix.

## Education

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- **2007 to 2010 Bachelor in Games Art and Design**  
*Murdoch University - Perth, obtained 2010*

## Work experience

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- Internship at Last Pixel 2009 – Murdoch University
- Contract Work at Double G Perth 2013
- Contract Work at Boogie Monster 2014
- Sessional Lecturer at JMC Academy Ultimo 2015 to the 2019
- Sessional Lecturer at UNSW from 2016 to the 2019
- Contract Work as Creature Rigger at Artists in Motion Sydney from 2017 - 2019
- Contract Work as Character Rigger at Mighty Nice Sydney from 2019 - present
- Full time as Character TD at PlasticWax 2020 - 6 months
- Full time as Character Rigger at Animal Logic 2020 - 7 months
- Full time as Senior Rigger at Artist in Motion 2021-2022
- Full time as Head of Department Rigging at Pop Family Entertainment 2022-2023
- Full time as Senior Rigger at Artist in Motion 2023-2024

## Interests and Leisure

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Art, Teaching, Music, Films, Gym, Sketching and Reading

## Short Courses

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- Chris Zurbrigg - Patreon Animation, Games and Visual Effects/Contd
- Udemy – Python Bootcamp- Webinar/2017
- Udemy - Intermediate Python - Webinar/2017
- Game Character Academy (Character Rigging and Technical Art- Workshop) 8 Weeks/2013
- Game Character Academy(Realistic Facial Rigging for Games-Workshop/2013
- Central Tafe - Multimedia Cert 4 - obtained 2006
- Central Tafe - 3d Animation for Film 6 Weeks - obtained 2003

## References

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Andreas Wanda

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Alex Zaloudek

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