




MASON SMIGEL

Character Technical Director

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EDUCATION & TRAINING

Savannah College of Art and Design

BFA in Animation | Technical Animation
Savannah, GA
Sept. 2019 - May 2023 (expected)

Animschool - Express student

Advanced Rigging
Instructed by Eyad Hussien
Apr. 2020 - Jun 2020

Computer Graphics Master Academy

Certification Facial Rigging for Production
Instructed by Wade Ryer
Aug. 2017 - Oct. 2017

SKILLS

Technical Skills

Character / Creature Rigging
Topology and Articulation
Facial Rigging
Blendshape Sculpting
Python Scripting

Software Proficiencies

Maya
Zbrush
Shotgun Studio
Adobe Suite
Renderman
Houdini
Unix OS
Unity Engine
PyQt / PySide2

ACHIEVEMENTS

SCAD Dean's List

2019 - Present
GPA: 4.00

SCAD Animation Fest 2020

"The Making of 'Bearly'" Panelist

SCAD Animation Fest 2021

"The Making of Hex Limit" Panelist

COLLABORATIVE PROJECTS

SCAD Animation Studios | Savannah, GA

Technical Director | "Hex Limit" Jun. 2020 - Jun. 2021

- Developed Rigamajg, a modular rigging system, used for character rigs including advanced facial rigs
- Modeled characters and led character modeling team to create a cohesive style and designed shared character topology
- Developed pipeline setup with Pyside2 user facing interface to optimize production and artist workflow

Technical Director | "Bearly" Oct. 2019 - May 2020

- Designed an intuitive robust control rig for the lead character, Bearly
- Rigged eight supporting characters in the film
- Developed custom PyMel tools allowing animators to interact intuitively with control rigs and speed up animation workflow
- Wrote a shot sculpting tool for animators

WORK EXPERIENCE

Neko Productions | Studio City, CA / Remote

Rigging Artist Jun. 2021 - Nov. 2021

- Created rigs for props with quick turnarounds
- Articulated character body rigs
- Shot sculpting to fix cloth simulation and improve character silhouettes

SCAD Animation Department | Savannah, GA

Student Aide Sept. 2020 - present

- Developing command line pipeline tools for use within the department
- Created unique rigs for animation classes

Game Design Camp | Washington, NC

Creator, Manager, Instructor June 2019 - July 2019

- Taught basics of game design in unity to 4th, 5th and 6th graders
- Fostered a love of games and technical and artistic creativity
- Managed all aspects, including finances and two salaried employees

ADDITIONAL PROJECTS

Rigamajig2 (Work In Progress) Sept. 2021 - present

- Modular rigging system for maya written in python
- Author rig components and deformations in maya
- Build and publish rigs from the command line