

PROFESSIONAL EXPERIENCE

Mikros Animation | Paris, France

Rigging Intern Jun. 2022 - Aug. 2022

- Used internal rigging system to develop biped rig
- Developed prototype rigs for joint dynamic hair and cloth setups
- Refactored old code for rigging tools to enhance features and conform to coding style

Neko Productions | Studio City, CA / Remote

Freelance Rigging Artist Jun. 2021 - Nov. 2021

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

SCAD Animation Department | Savannah, GA

Student Aide Sept. 2020 - present

- Developed pipeline for department wide collaborative projects
- Created unique rigs for professors and students to use in courses

COLLABORATIVE PROJECTS

SCAD Capstone film | Savannah, GA

Rigging Artist | Pipeline TD | "Goro Goro" Mar. 2022 - present

- Built rigs using techniques to optimize parallel evaluation in Maya
- Developed tools in Houdini to generate effects
- Organized and optimized lighting pipeline for Houdini in Redshift

SCAD Animation Studios | Savannah, GA

Technical Director | "The Last Dungeon" Mar. 2022 - present

- Led a team of riggers to create animation quality rigs for Unreal
- Developed maya to unreal pipeline for animation

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

- Created four high-quality character rigs including a modular crowd rig
- Led Modelling team to create characters cohesive style and designed shared character topology

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

- Rigged nine creatures including quadrupeds, birds and fish
- Developed custom tools for animators to including a shot sculpting tool

ADDITIONAL PROJECTS

Rigamajig2 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

EDUCATION & TRAINING

Savannah College of Art and Design

BFA in Animation | Technical Animation

Sept. 2019 - May 2023 (expected)

GPA: 4.00 Savannah, GA

Relevant Courses

Storytelling in Unreal, Principles 3D Char Anim, Organic Surface Model, Model Environ/Props

Animschool - Express student

Advanced Rigging

Apr. 2020 - Jun 2020

Instructed by Eyad Hussien

SKILLS

Technical Skills

Character / Creature Rigging

Topology and Articulation

Facial Rigging

Python Scripting

Troubleshooting

Math for 3

Software Proficiencies

Maya

Zbrush

Shotgun Studio (Including API)

Adobe Suite

Houdini

Linux

Unreal Engine 5

PyQt / PySide2

ACHIEVEMENTS

Rookie of the year - Finalist 2022

Finalist in the Rookie of the year category

SCAD Animation Fest 2021

"The Making of Hex Limit" Panelist

SCAD Animation Fest 2020

"The Making of 'Bearly'" Panelist

REFERENCES

Available upon request