# MASON SMIGEL

*Rigging Artist*

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## PROFESSIONAL EXPERIENCE

**Mikros Animation** | Paris, France

Rigging Intern — Jun. 2022 - Aug. 2022

- Learned and used internal rigging system to develop biped rig to test system flexability on unique characters
- 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
- Developed modular curve rigging tool for 2D animation guide
- 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 collaberative projects
- Created unique rigs for professors and students to use in courses

## COLLABORATIVE PROJECTS

**SCAD Animation Studios** | Savannah, GA

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

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

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

- Created high quality character rigs including a modular crowd rig
- Lead Modelling team to create characters cohesive style and designed shared character topology
- Developed maya based pipeline to enhance artist workflow

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

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

## 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

## EDUCATION & TRAINING

**Savannah College of Art and Design**

BFA in Animation | Technical Animation
Sept. 2019 - May 2023 (expected)
GPA: 4.00 Savannah, GA

**Relevent 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

**Software Proficiencies**

Maya
Zbrush
Shotgun Studio (Incuding API)
Adobe Suite
Houdini
Linux
Unreal Engine 5
PyQt / PySide2

## ACHIEVEMENTS

**Rookie of the year - Finalist 2022**

Finalist in the Rookie of the year catagory.

**SCAD Animation Fest 2021**

"The Making of Hex Limit" Panelist

**SCAD Animation Fest 2020**

"The Making of 'Bearly" Panelist

## REFERENCES

*Available upon request*