

## **Kevin Yee**

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Demo Reel: <https://vimeo.com/1197162995>

## **Character Rigger/Technical Artist**

Character Rigger/Technical Artist with 10+ years of experience specializing in character rigging, deformation systems, and animation-ready setups in Maya. Experienced in building artist-friendly control systems, solving complex skinning and deformation challenges, and improving workflow efficiency through Python-based tools and Maya-to-Unreal workflows.

### **TECHNICAL SKILLS**

- Advanced Character Rigging (body, face, creature) in Autodesk Maya
- Python scripting Maya tools & Automation
- Maya to Unreal workflow support
- Working Knowledge: Unreal Engine and Control Rig
- Skinning and Blendshape creation.
- Rig joint/bone count optimization

### **CREATIVE EXPERIENCE**

#### **AMGI Studios**

**February 2020 - May 2026**

Character Rigger on music video: *My Universe* (Coldplay x BTS), game: *My Pet Hooligan Demo*, AR app: IMMI, and multiple animation shorts and tests.

- Collaborated with modelers and animators to develop a workflow to quickly transfer skin weights and controls between structurally differently human and creature characters.
- Modified and optimized face rigs by reducing bone counts while maintaining deformation quality for animation and Unreal Engine performance.
- Expanded upon existing auto-rig systems to overcome their limitations.
- Created python-based tools to streamline rig modifications and skeletal setup, reducing manual setup time for new assets.

#### **Pixomondo**

**June 2017 – February 2020**

Rigger on animated short: *Ephraim and DOT*, previs rigger on movie: *Midway* (2019), and multiple internal productions.

- Overhauled character rigs built in other studio branches to improve flexibility and usability in Maya.
- Created vehicle and character rigs for previs, assisting animation layout and shot development.
- Supported mocap integration for character animation.

#### **The Third Floor Inc.**

**May 2016 – September 2016**

Character Rigger on VR production: *Raising a Rukus*

- Created control systems for humanoid and quadruped characters, and converted previs rigs into final-quality character setups.

#### **Roger.Tv Studio**

**July 2015 – November 2015**

Freelance Rigger and Animator on promo: Shop Japan Opening

- Built custom rig controls for stylized characters and supported animation.

#### **Visual Creatures Studio**

**October 2014 – January 2015**

Freelance Rigger on commercials: Gamefly “Epic Gameplay”, Gamefly “Animated Adventure”

- Created body and face rig controls for characters, creatures, and props.

### **EDUCATION**

The Art Institute of California – Los Angeles  
Bachelor of Science in Media Arts & Animation  
2012 Graduate