

Kevin Yee

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3D Character Rigger

OBJECTIVE

To combine my artistic and technical skills to produce fully advanced, animator-friendly character rigs while furthering my skills and technique.

SKILLS

- Maya 2010 - 2020
 - Muscle and Facial Setup
 - MEL and Python Scripting
 - Cloth Simulation
 - Shapes Plugin
- Photoshop
- After Effects
- Flash
- 2D Animation
- 3D Animation

CREATIVE EXPERIENCE

AMGI Studios

February 2020 - Present

Character Rigger on Multiple Projects

- Creating a method of transferring character skin weights and refitting controllers to similarly shaped humans/creatures.
- Creating scripts to expedite repetitive or monotonous tasks in the modeling and rigging phase.

Pixomondo

June 2017 – February 2020

Rigger for Ephiraim and DOT, The Orville, Midway, Multiple Previs Projects

- Creating body and face rigs for several assets across different projects.
- In charge of putting additional functions into existing character rigs created at partner studios.
- Assist with shot creation for pre-visualization.

Roger.Tv Studio

October 2016

Freelance Rigger for promo: Roblox Anthem Video

- Re-skinned several different characters and adjusted their control placement in Autodesk Maya.

The Third Floor Inc.

May 2016 – September 2016

Character Rigger on VR production: Raising a Rukus

- Refitted and re-skinned pre-vis skeletal rigs into finals-quality versions and set up controls on several different CG assets in Autodesk Maya with aid of python scripts.

Roger.Tv Studio

July 2015 – November 2015

Freelance Rigger on promos: Shop Japan Opening, Family Channel Promos

- Created several custom controls for various stylistic characters and props and assisted in their animation in Autodesk Maya

Visual Creatures Studio

October 2014 – January 2015

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

- Created several custom body and facial controls for several characters and creatures, both realistic and stylistic, along with props.

Zoic Studios**April 2012 – August 2012**

Rigging intern on game: Playstation All Stars Battle Royale Opening

- Rigged props and weapons for opening cinematic of the game in Autodesk Maya.
- Assisted artists on various projects as needs arise. Act as a runner to other studios periodically.

EDUCATION

The Art Institute of California – Los Angeles

Bachelor of Science in Media Arts & Animation

Winter 2012 Graduate