ALFREDO DIAZ

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Resourceful and detail-oriented Rigger/Technical Artist with 4 years of experience, eager to contribute to diverse production environments. Committed to advancing my technical and artistic skills in Maya, Unreal Engine, Python, and Animation, with a focus on refining rigging techniques and tool development to better support animators and elevate the quality of the final product.

EDUCATION

NOVEMBER 2017

BACHELOR, COMPUTER ANIMATION

FULL SAIL UNIVERSITY, WINTER PARK, FL

EXPERIENCE

JUNE 2020 - CURRENT

CHARACTERRIGGER, SMASHGRAPHICSSTUDIOS,REMOTE

Experienced in using Maya to develop rigs for a wide range of characters, including bipeds, quadrupeds, insects, and more. Proficient in painting and maintaining character skin weighting and deformation systems. Skilled with FK/IK switches, squash-and-stretch systems, and blendshapes for both character animation and special effects.

Collaborated closely with modelers to optimize character topology and positioning for rigging, as well as worked with animators to refine facial and body blendshapes. Additionally, supported the seamless integration of animation tools for both Maya and Unreal Engine.

JUNE 2020 TO NOVEMBER 2020

CHARACTER RIGGER INTERNSHIP, SMASHGRAPHICSSTUDIOS,REMOTE

JULY 2022 TO JANUARY 2024

SERVER ASSISTANT, AMAL MIAMI, FL

I used my knowledge to create and setting up blend shapes, skinning, and corrective blend shapes. Created two-character rigs (pumpkin man and mad doctor) utilizing the stretch systems for a short film. Effectively interacted with fellow members and client to present final project.

Technical skills

- Problem Solving
- Critical thinking
- Proficient in Photoshop, Gimp
- Maya
- Unreal

- Fast learner
- Positivity
- Excellent communications skills
- Basic Python
- Mudbox, Zbrush