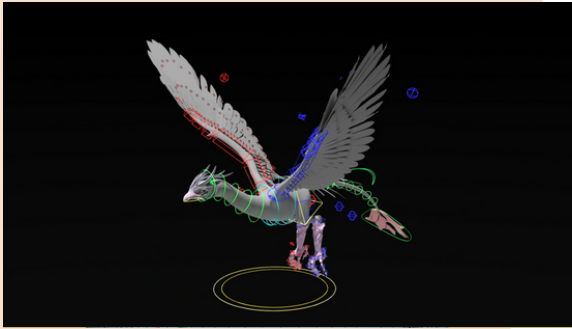




Reel Breakdown

Page 01



‘Amaryllis’

2024

Responsible for rigging full bird setup and creating feather rig scripts

Software: Maya and Python



‘Holy Mole-y’

2025

Responsible for character concept and design, sculpting and retopologizing the model, and rigging full facial and body setup

Software: Zbrush and Maya

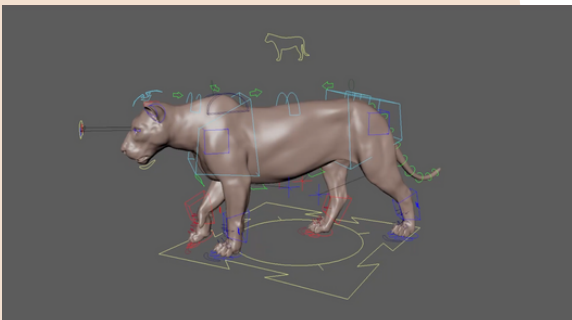


‘Yesterday’

2024

Responsible for rigging facial setup of the female character and full body and facial of the male character

Software: Maya



Lion Rig

2024

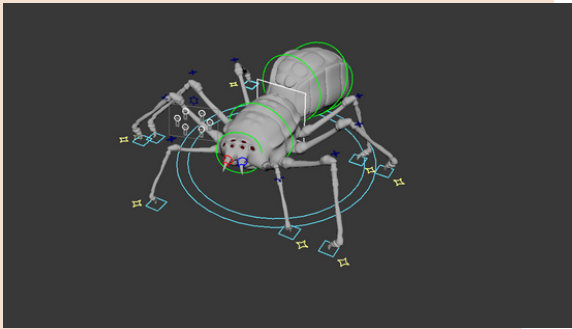
Responsible for rigging the lion

Software: Maya and Python



Reel Breakdown

Page 02

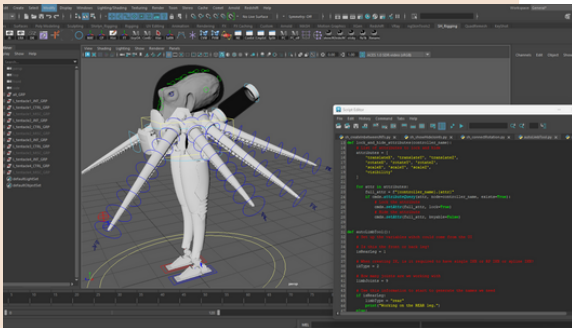


Spider Rig

2024

Responsible for rigging the spider

Software: Maya



Octopus Leg Script

2024

Responsible for writing auto fk/ik octopus leg rig script

Software: Maya and Python