

# Alberto Caprioli

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## EXPERIENCE

### **Rigger** February 2016 – Present

*DHX Media*

- Responsible for rigging and testing a wide variety of assets, while meeting established deadlines.
- Responsible for updating and maintaining the auto rig script.
- Softimage to Maya migration: Helped recreate parts of the rig in Maya, making sure they function in the same way as the softimage rigs
- Worked closely with Animation and Modeling Supervisors, to ensure the assets were being built in a way that will allow the rig to meet animation's requirements
- Met with Characters TD to discuss new tools that would benefit our team, or tools that could be improved.
- Attended production meetings where time estimates on new rigs were given, based on concepts or a description.
- Wrote a weekly report, highlighting any milestones reached or delays encountered by the rigging team during the week.

### **Senior Modeler-Rigger** August 2015 – February 2016

*Nerd Corps Enter / DHX Media*

- Responsible for the creation of characters and sets, following the provided design and storyboard animatic, for rigging needs.
- Mentoring new hires, helping them with any questions they might have.
- "Model Checks", responsible for checking other assets to ensure they were fit for production and they met all the requirements of each asset

### **Modeler-Rigger** December 2014 – August 2015

*Nerd Corps Entertainment*

- Responsible for the creation of assets (modeling, shading and rigging)
- "Modeling layout" role: Responsible of talking with the lead animator prior each episode, to ensure all assets needed were built, and the rigs worked accordingly

### **Junior Modeler-Rigger** July 2014 - December 2014

*Nerd Corps Entertainment*

- Responsible for modeling, shading and rigging props and secondary characters. Models were based on design sheets, rigs were created based on storyboard requirements
- Volunteered to modificate the existing eye rig, to accommodate for new design requests.

### **Modeling PA** January 2014 – July 2014

*Nerd Corps Entertainment*

## EDUCATION

### **Vancouver Film School, Vancouver, BC.** June 2012 – June 2013

*Diploma, 3D Animation and Visual Effects*

- Modeling and Rigging demo reel created in a production-simulated environment, with deadlines and reviews from the mentors.

### **Universidad Simón Bolívar. Caracas, Venezuela.** September 2008 – April 2012

*Software Engineering*

- **Vice President, 3D Arts USB** (2009-2012): 3D Arts USB is a student organization dedicated to the development of 3D animation