Dear Recruiter,

As an experienced Rigger, I am writing to express my interest in the Rigging Artist position at your company.

I have worked with passion for the past 8 years as a Rigging Artist and TD. During this time I have had the opportunity to work on a lot of various high-end asset rigs, for shows and films, on both VFX and feature animation projects. I also worked a lot in developing the rigging pipeline and building specific tools to fulfil the different needs of each production; and was part of the code review team, to give feedback before any code was implemented in the pipeline.

During production I am often in direct contact with the show/cg/anim supervisors, to talk and find solutions so that the concerned departments would have all the tools necessary to complete their shots with the best quality possible.
I always make sure that I am available to junior (or any level) artists, to help them solve any problem they might encounter with their asset or code.
I am very familiar with using Python to develop tools within Maya, including the Maya API and PySide. I love learning new software, languages or any processes needed to complete an asset or a production tool.

You can find my latest VFX demo reel at this link :

https://vimeo.com/robinlavigne/demoreel

 And my full resume at this link :

https://www.robinlavigne.com/CV/Lavigne_Robin_CV_EN.pdf

Thank you for your consideration, I remain at your disposal for any further information needed.

Kind regards,
Robin Lavigne
contact@robinlavigne.com