

Casey Karl

Project Manager / Rigger

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https://cpkrigging.com

An inquisitive and enthusiastic team player with a passion for animation and games. Has a cornucopia of rigging knowledge, a drive to be proud of putting his name on projects, and thrives in groups. After being a Producer and Rigger on two student films, is eager to contribute to a crew at a studio.

Education

Bachelors of Fine Arts in Animation

Minor in Character Technical Direction

Savannah College of Art & Design Savannah, GA

Expected Graduation

May 2021

Work Experience

Resident Assistant

Aug. 2019 - Nov. 2020

Savannah College of Art & Design

- In charge of supervising over 512 students with a team of 150 other resident assistants
- Uphold and enforce campus policy
- Ran a quarterly large scale event for underclassmen

Customer Service Associate

Dec. 2018 - June 2019

Walmart

- Facilitated customer item returns and exchanges
- Lead customers through sending and receiving money domestically and internationally
- Helped fellow cashiers when customer lines were long

Software

• Maya • Shotgun • Substance Painter • Adobe Suite • ZBrush • Google Suite • Microsoft Suite

Collaborative

The Lumberjack and The Woodpecker: Connor B.

June 2020 - Present

Lead Production Manager and Lead Rigger

- Developing the project's schedule and keep asset deadlines
- Construct and troubleshoot main character and prop rigs
- Participated in daily critique on assets and animation

The Place to be - Animated hybrid short

March - June 2020

Lead Production Manager and Lead Rigger

- Responsible for organizing workflow between animation mediums
- Fostered meetings for the teams to collaborate and work through issues while in production
- Created rigs for biped, quadruped, and prop assets

Awards

Academic Achievement Scholarship:

Sept. 2017 - Present

Savannah College of Art and Design

Maintaining 3.0 GPA