

MATHIAS VILLALOBOS

20672 Eastleigh Cres, Langley, BC V3A 4C4

Cell: (647) 746 0320

E-mail: mathiasjv92@hotmail.com

[Portfolio](#)

SUMMARY

A technical artist with a strong background in traditional art and animation skills. Taking initiative in areas of troubleshooting, group/staff leadership, and project management. Experienced in managing groups and being part of a team. Highly motivated independently, excellent communication skills (bilingual) and able to manage both time and resources to maximize productivity.

TITLES

| | |
|---------------|--|
| 2023-4 | Bushido – Short Film |
| | The Cycle of Eden – Short Film |
| 2022 | The Out-Laws – Movie |
| | The Umbrella Academy - Season 3 |
| | Avatar: The Last Airbender - Season 1 |
| | Clash of Clans - <u>Playstore</u> |
| | Alien Animal Rescue – Playstore (unavailable) |
| 2021 | The Boys - Season 3 |
| | Matilda - Movie |
| | Strange New Worlds - Season 1 |
| | HALO, The Series - Season 1 |
| | Storylines – <u>Playstore</u> |
| 2020 | High In The Clouds – Movie |
| 2019 | Alien TV - Season 1 |
| | Muppet Babies - Season 2 |
| | The Boys - Season 1 |
| | The Expanse - Season 4 |
| | October Faction - Season 1 |
| 2018 | Into The Badlands - Season 3 |
| | Killjoys - Season 5 |
| | Murdoch Mysteries – Season 12 |

EDUCATION

Ontario Advanced Diploma, Game Development, Specialization in Animation
- George Brown College

Certificate, Art Fundamentals - Sheridan College

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TECHNICAL SKILLS

| | |
|-------------------------------|---|
| 3D Applications: | <i>Maya, Substance Painter, MotionBuilder, 3DS Max, 3DEqualizer</i> |
| Scripting: | <i>Python, MEL, C#, C++, Javascript, HTML, CSS</i> |
| Graphics Applications: | <i>Adobe CC Suite</i> |
| Game Engines: | <i>Unity, Unreal Engine</i> |
| Art: | <i>Drawing, Painting, Sculpting</i> |
| Other: | <i>mGear, Vetala, MS Office Suite, Nuke</i> |

WORK EXPERIENCE

VERSATILE MEDIA INC.

Rigging Technical Director - Rigging Supervisor

September 2022 – April 2024

Job Duties Include:

- Rebuilding rigging pipeline with a data-centric approach
- Directing the technical aspects of the rigging pipeline
- Setting up templates for riggers to use when assets are assigned
- Supporting other riggers in their tasks
- Quality checking assets before approval
- Creating tools for the rigging team to streamline processes
- Updating Confluence to current standards and practices

DED EYE INC.

CEO & Founder – Self Employed

December 2018 – September 2023

DED Eye Inc. was a creative agency specializing in media, television, and game development - we created 2D and 3D products, such as design for apparel, 3D animations, and video games.

Job Duties Include:

- Client acquisition, Talent acquisition
- Bidding on assets before production begins
- Rebuilding rigging pipelines with a data-centric approach
- Directing the technical aspects of projects
- Setting up templates and standards for other artists when assets are assigned
- Quality checking assets before approval
- Tracking tasks and progress in an agenda

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PIXOMONDO

3D Rigger

August 2021 – July 2022

Job Duties Include:

- Rigging props and characters in Maya
- Scripting tools for the rigging team in Python/MEL
- Creating Data-centric processes with scripts to be able to edit parts of rigs
- Quality checking assets before approving for rigging
- Updating and fixing rigs that are sent back from animation
- Working with NXT node graph, mGear, and internal modules/plugins
- Updating company rigging pipeline wiki to current standards and practices

Tangent Animation

3D Rigger

June 2021 – August 2021

Job Duties Included:

- Rigging props and characters in Maya
- Scripting tools for the rigging team in Python/MEL
- Creating Data-centric processes with scripts to be able to edit parts of rigs
- Quality checking assets before approving for rigging
- Updating and fixing rigs that are sent back from animation
- Working with NXT node graph, mGear, and ngSkinTools modules/plugins

Tangent Interactive Media Inc.

Senior 3D Rigger

November 2020 – January 2021

Job Duties Included:

- Rigging props and characters in Blender for Storylines – a mobile video game
- Building character rigs in Unity
- Full-body and facial animation of rigged characters in Blender and exporting into Unity
- Working closely with assets and team members to ensure assets move smoothly through the production pipeline
- Defining and maintaining a consistent and high-quality rig pipeline and systems
- Developing .BPY (Blender Python) scripts for automating task

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Snowball Studios

3D Rigger – Technical Artist – Modeler - Surfacers

June 2019 – May 2020

Job Duties Included:

- Rigging sets and assets
- Skinning sets and assets
- Making personal tools in MEL and Python for quicker and more automated rigging
- Creating data centric rigs with mGear
- Updating old assets and integrating them into pipeline, optimizing rigs
- Ingesting purchased assets, applying changes, fixing UVs
- Building assets from scratch
- Texturing assets in Substance Painter

Rocket Science VFX

3D Rigger – VFX Artist

March 2018 – June 2019

Job Duties Included:

- Rigging all characters and assets
- Skinning all characters and assets
- Making personal tools in MEL and Python for quicker and more automated rigging
- Creating distortion lens and 3D Tracking for match move in action plates
- Layout and geometry creation for 3D projection and match move

Autonomicity Games Inc.

3D Rigger – Technical Artist

June 2017 – May 2018

Job Duties Included:

- Rigging all Characters
- Skinning all Characters
- Making tools in MEL and Python for quicker and more automated rigging
- Maintaining clear communication with team leaders and updating them weekly on progress

Bitr Blok Games

3D Rigger – Technical Artist

Jan 2017 – Apr 2017

Job Duties Included:

- Rigging all Characters
- Skinning all Characters
- Maintaining clear communication with team leaders and updating them weekly on progress

INTERESTS - Video games, Scripting, Making Apps, Playing guitar