MATHIAS VILLALOBOS

20703 39 Ave., Langley, BC V3A 2V7
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 - Playstore
Alien Animal Rescue – Playstore (unavailable)

2021
The Boys - Season 3
Matilda- Movie
Strange New Worlds - Season 1
HALO, The Series - Season 1
Storylines – Playstore (unavailable)

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

WORK EXPERIENCE

BARDEL ENTERTAINMENT INC.
Senior Facial Rigger
April 2025 – Present
Job Duties Include:

- Coding modular processes for rigging team
- Directing some technical aspects of the rigging pipeline
- Creating Jira tickets, Git branches, commits and pull requests for tickets
- Supporting other riggers in their tasks
- Quality checking assets before approval
- Rigging and skinning faces for hero assets
- Updating Confluence to current standards and practices

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

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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

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

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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

Snowball Studios
3D Rigger – Technical Artist – Modeler - Surfacer
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

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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 progres*s*

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