

Alua Abdikakhar

Technical Artist

[Portfolio](#) | [Github](#)

+1(818)5353933

alua.abdikakhar23@gmail.com

SUMMARY

Technical Artist specializing in character and prop rigging for animation, VFX and games. Skilled in creating custom rigs in Maya, optimizing animation pipelines, and solving technical challenges related to character setup. Strong foundation in collaboration with animators to ensure rigs meet artistic needs while maintaining efficiency.

WORK EXPERIENCE

Rigging Supervisor - Pilot animated series

Mar, 2024 - Pres

- Managed rigging tasks and created character rigs to support animation production.
- Automated asset workflows using custom scripts and open-source plugins.
- Debugged performance-critical code to ensure compatibility across various software environments.

Character Rigger - New York Film Academy, Burbank, CA

June - Dec, 2023

- Assisted classmates with rigging technical issues, fostering problem-solving skills
- Designed and implemented two character rigs and several prop rigs

Rigging Artist & Character SetUp - INK Company, Almaty, Kazakhstan

May - Aug, 2022

- Developed three main character rigs for a music video featuring Kazakhstan's leading Q-pop group, 91
- Designed and developed characters and props rigs for a YouTube Kids channel
- Managed project initiatives, ensuring effective progress tracking and coordination

PROJECTS

MGear with custom rigs

- Developed custom character rigs using mGear as a foundation, creating custom modules and rigging solutions to meet project-specific requirements.
- Enhanced flexibility by adding unique controls and features not available in the standard mGear setup, allowing for more precise animation control and greater efficiency in production.

Rigging AutoTool

Mar - May, 2024

- Created an auto-rigging tool within Autodesk Maya based on HumanIK, enabling easier skeleton creation and control customization
- The system stored control changes in a JSON file, providing flexibility for future adjustments and improving rigging efficiency

SOFTWARE

- **Rigging Software:** Autodesk Maya, ZBrush, Unreal Engine 5
- **Rigging Techniques:** Character Rigging, Prop Rigging, Skeleton Setup, Control Customization, HumanIK, Facial Rigging
- **Scripting:** Python (PySide, PyQt, OpenMaya, OOP principles), C++, Blueprints, Unreal Engine 5 Animation Pipeline
- **Rendering:** Arnold, V-Ray, Mantra
- **Others:** Visual Studio, GitHub

EDUCATION

New York Film Academy, M.F.A in Animation and VFX | Burbank, CA

Aug, 2022 - Dec, 2023

- **GPA:** 3.8
- **Relevant Coursework:** Python, Animation Pipeline, Rigging, Previs

Kazakh-British Technical University, B.S in Computer Science | Almaty, Kazakhstan

Aug, 2018 - Jul, 2022

- **GPA:** 3.5
- **Relevant Coursework:** OOP, 3D Math, Data Structures and Algorithms, Game Development, Linear Algebra