

Mikaela (Kelly) Carino

Character Rigger | Technical Animator

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Demo Reel: vimeo.com/mikellykels/demoreel2025 | Portfolio: mikaelacarino.com

GitHub: github.com/mikellykels | LinkedIn: linkedin.com/in/mikaelacarino/

Skills

Technical Animation: Character rigging, Pipeline development, Technical tool development, Motion capture processing, Animation workflows, Animation blueprints, Blueprint visual scripting, VFX

Programming: Python, C++, MEL, PySide2/Qt, HLSL, Javascript, Typescript, React, UI/UX implementation

Tools/Production: Maya, Unreal Engine, Blender, MotionBuilder, Jira, Confluence, GitHub, Perforce, Adobe Suite

Soft Skills: Problem-solving, Cross-team collaboration, Learning agility, Technical communication

Projects

Character Rig | Vi from Arcane

Dec 2024 - Jan 2025

- Developed robust control rig in DCC with implementation to Unreal Engine
- Utilized Unreal's RBF solution to enhance character deformations
- Streamlined animation retargeting across Maya and MotionBuilder

Tool Development | Maya Modular Rigging System

Dec 2024 - Mar 2025

- Designed and implemented Python-based auto-rigging system with object-oriented architecture
- Created guide-based workflow that automatically generates character rigs
- Developed user-friendly PySide2/Qt interface to streamline the rigging process

Game Development | Distance Over Time

Oct 2023 - Jun 2024

- Served as Lead Game Programmer & Technical Artist for collaborative projects
- Developed flexible pipeline solutions to integrate assets across multiple development environments
- Demonstrated adaptability by solving technical problems in changing project requirements

Professional Experience

Industry Mentorship | Character Rigging & Technical Animation | Remote

Jan 2024 - May 2025

- Developed advanced character rigging techniques through one-on-one industry mentorship
- Built comprehensive body rigs with advanced deformation systems and real-time engine integration
- Created rigging tools and guide-based workflows to optimize production pipeline

ServiceNow | Software Engineer II | Remote

(Company-Wide Layoffs) Jun 2022 - Jan 2025

- Engineered modular, performance-optimized interfaces adaptable to different platforms
- Developed reusable component libraries for cross-team implementation
- Collaborated effectively across engineering and design teams in a rapidly evolving environment

Sentry | Support Engineer to Software Engineer | San Francisco, CA

Mar 2017 - Jun 2022

- Engineered high-performance UI components and data visualizations for critical features
- Refined UI patterns for cross-platform consistency
- Built automation tools to enhance support workflows and bridge support-engineering gaps

Education & Certifications

San Jose State University | Bachelor of Arts in Art and Design Studies

2013

CG Spectrum | Game Programming, 3D Modeling, Real-Time 3D, Character Rigging

2022 - 2025

Awards

The Rookies Awards 2025: Game Development | Draft Selection | Industry Rank B

Aug 2025

IGDA-F Virtual Exchange Velocity Development Program Scholarship

Sep 2023 - Oct 2023