Mikaela (Kelly) Carino

Character Rigger / Technical Artist

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

Summary

Transitioning software engineer with a strong foundation in programming and 3D technologies, seeking a Character Rigger/Technical Artist role in video games. Combining technical expertise in Python, C++, and game engines with creative skills in 3D modeling and rigging. Passionate about bringing characters to life through innovative rigging solutions and optimized workflows. Experienced in collaborative environments and eager to contribute to engaging, high-quality game experiences.

Skills

Programming: Python, PyQt/PySide, C++, MEL, JavaScript, TypeScript, React, HTML, CSS
Tools: Maya, Unreal Engine, MotionBuilder, GitHub, Perforce, Visual Studio, Photoshop, Illustrator, Jira, Confluence, Miro, Figma
Technical Development: Character rigging, Scripting, Asset Pipeline Development, Web development, Shaders, Gameplay mechanics, AI, UI, Level Design, 3D modeling, Virtual Production
Soft Skills: Teamwork, Communication, Cross-team collaboration, Problem-solving, Adaptability, Self-driven

Projects

Character Rig: Vi from Arcane - *Maya, MotionBuilder, Unreal Engine 5 - December 2024 - Present*
- Developed a comprehensive character rig featuring advanced IK/FK limb systems with ribbon controls, integrated Maya dynamics for secondary animations, and enhanced deformation solutions using Pose Wrangler's RBF system for improved shoulder, elbow, and hip articulation.
- Demonstrated adaptability in learning and implementing specialized rigging tools with limited documentation, systematically testing and integrating features to achieve optimal deformation results.
- **Video:** vimeo.com/mikellykels/CharacterRigVi **GitHub:** github.com/mikellykels/Rigging

Guiding Light - *C++, Unreal Engine 5 - October 2023 - June 2024*
- Spearheaded technical art, shaders, and optimization for the post-release patch of "Guiding Light," enhancing performance and accessibility for a horror-themed game jam entry.
- Mentored junior team members in GitHub and Unreal Engine, overcoming challenges in collaboration and development to contribute significantly to our project's success.
- **Video:** vimeo.com/mikellykels/guiding-light **itch.io:** candlesticklibrary.itch.io/guiding-light

Lux Labyrinth - *C++, Unreal Engine 5, Maya - July 2023*
- As a solo developer, I tackled a 3-week CG Spectrum Game Mechanic Challenge. I implemented core mechanics, health systems, quest lists, lighting, enemy AI, UI and level design.
- Challenges included integrating complex assets from KitBash3D's Cargo app into a C++ actor class, requiring a blend of C++ and Blueprints for optimal control.
- **Video:** vimeo.com/mikellykels/luxlabyrinth **GitHub:** github.com/mikellykels/LuxLabyrinth

Professional Experience

ServiceNow - **Software Engineer II - *Remote - June 2022 - January 2025 (Company-Wide Layoffs)***
- Implement the development of features, such as Alerts, Notebooks, and Change Intelligence, in the Cloud Observability product (formerly Lightstep), leading to a 20% improvement in user experience and a 30% increase in user engagement
- Facilitate cross-functional collaboration, contributing to a 20% increase in team productivity, ensuring cohesive product features that resonate with user needs and streamline their journey
- Manage multiple Jira projects from conception to completion, leading to timely product releases that consistently meet user expectations
- Uphold best practices in code quality, ensuring a stable, reliable, and high-performing product for users

Sentry - **Software Engineer** - *San Francisco, CA - March 2017 - June 2022*
- **Software Engineer** - *March 2021 - June 2022*
  - Drove user experience enhancements, resulting in a more intuitive platform and increased user satisfaction
  - Authored technical documentation for new features, reducing onboarding times and user queries
  - Charted a trajectory of consistent professional growth, contributing to a variety of company objectives and projects, reflecting adaptability and a drive for excellence
- **Senior Support Engineer** - *July 2019 - March 2021*
- **Support Engineer** - *March 2017 - July 2019*

Independent Game Development Experience
Distance Over Time Studio (Collaborative Project) - Lead Game Programmer & Technical Artist - *Remote - October 2023 - June 2024*
- Lead pre-production and development, ensuring timely and cohesive project execution.
- Enhance collaboration across teams and producers for end-to-end game development.
- Implement feedback and manage bug fixes to optimize game quality and performance.
- Manage project timelines meticulously, leveraging organizational skills to meet crucial deadlines and enhance the studio's presence in competitive game jams.
- Manage and organize team GitHub, coordinate file sharing across teams via Google Drive, and utilize video editing for credits and trailers, showcasing proficiency in digital asset management and creative content production.

Education
CG Spectrum - *Online - 2022 - Present*
- Real-Time 3D Essentials - Unreal Engine, Maya, Substance Painter, MotionBuilder
- Intro to 3D Modeling - Maya, Substance Painter
- Game Programming *(with Excellence)* - C++, Unreal Engine
- Intro to Game Programming - C++, Unreal Engine

Coding Dojo - *Online - 2016*
- Web Development

San Jose State University - *San Jose, CA - 2013*
- Bachelor of Arts in Art and Design Studies

Certifications
Real-Time 3D Essentials - CG Spectrum - *April 2024*
- 3D modeling basics, texture and lighting techniques, foundational animation principles, and rigging basics

Intro to 3D Modeling - CG Spectrum - *January 2024*
- Build 3D assets from scratch using 3D modeling techniques in Maya and Substance Painter

Game Programming with Excellence - CG Spectrum - *September 2023*
- Recognized with an "Excellence" distinction, demonstrating outstanding skills and dedication throughout the course

Certified Digital Artist - Game Design & Development - Gameplay Programming - *August 2023*
- Recognized by Certified Digital Artist for standout skills and capabilities in gameplay programming, showcasing an adeptness in both theoretical knowledge and practical application

Intro to Game Programming - CG Spectrum - *October 2023*
- C++ fundamentals and advanced techniques

Awards
2023 IGDA-F Virtual Exchange Velocity Development Program Scholarship - *September 2023 - October 2023*
- Selected as one of the 75 grantees from a competitive pool of 750+ applicants, reflecting top 10% recognition