Mikaela (Kelly) Carino

Character Rigger | Technical Animator

Marina del Rey, CA, USA | (408) 230-9715 | mikaela.carino@gmail.com

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

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

Skills

Technical Art: Character rigging, Pipeline development, Motion capture processing, Animation workflows, VFX
Programming: Python, C++, Object-oriented programming, Tool development, MEL, Shader programming (HLSL)
Tools & Production: Maya, Unreal Engine, MotionBuilder, Jira, Confluence, GitHub, Perforce
Soft Skills: Problem-solving, Cross-team collaboration, Learning agility, Technical communication

Projects

Character Rig: Vi from Arcane   Dec 2024 - Present
- 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

Game Creation: Guiding Light   Oct 2023 - Jun 2024
- Expanded Niagara particle systems for environmental effects
- Developed custom shaders and materials for immersive visuals
- Created and documented performant asset creation guidelines / process

Professional Experience

ServiceNow | Software Engineer II | Remote   Jun 2022 - Jan 2025 (Company-Wide Layoffs)
- Engineered performant UI components adaptable to multiple platforms and use cases
- Developed reusable component libraries for cross-team implementation
- Collaborated effectively across engineering and design teams in a rapidly evolving environment

Sentry | Software Engineer | San Francisco, CA   Mar 2021 - Jun 2022
- Engineered high-performance UI components and data visualizations for critical features
- Refined UI patterns for cross-platform consistency

Sentry | Senior Support Engineer | San Francisco, CA   Mar 2017 - Mar 2021
- Built automation tools to enhance support workflows
- Bridged support-engineering gap with effective bug tracking systems
- Designed comprehensive technical documentation architecture

Collaborative Game Development Experience

Distance Over Time | Lead Game Programmer & Technical Artist   Oct 2023 - Jun 2024
- Developed flexible pipeline solutions to integrate assets across multiple development environments
- Demonstrated adaptability by solving technical problems in changing project requirements
- Managed version control and asset pipelines using GitHub

Education & Certifications

San Jose State University | Bachelor of Arts in Art and Design Studies   2013
CG Spectrum   2022 - Present
- Advanced Character Rigging | One-on-One Industry Mentorship   2024 - Present
- Game Programming, 3D Modeling, Real-Time 3D   2022 - 2024

Awards

IGDA-F Virtual Exchange Velocity Development Program Scholarship   Sep 2023 - Oct 2023