

# Mikaela (Kelly) Carino

## Character Rigger | Technical Animator

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Demo Reel: [vimeo.com/mikellykels/demoreel2025](https://vimeo.com/mikellykels/demoreel2025) | Portfolio: [mikaelacarino.com](https://mikaelacarino.com)

GitHub: [github.com/mikellykels](https://github.com/mikellykels) | LinkedIn: [linkedin.com/in/mikaelacarino/](https://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

### FirstMed Ambulance | Emergency Medical Technician | Los Angeles, CA

Aug 2025 - Present

- Provide emergency medical care and patient assessment in high-pressure, time-critical situations
- Maintain detailed patient care documentation while ensuring HIPAA compliance and regulatory standards
- Operate basic life support equipment and coordinate with hospital staff for seamless patient transfers

### ServiceNow | Software Engineer II | Remote

Jun 2022 - Jan 2025 (Company-Wide Layoffs)

- 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

Aug 2025

### IGDA-F Virtual Exchange Velocity Development Program Scholarship

Sep 2023 - Oct 2023