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 Animation: Character rigging, Pipeline development, Technical tool development, Motion capture processing, Animation workflows, VFX
Programming: Python, C++, Object-oriented programming, MEL, UI/UX implementation
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

Tool Development | Maya Modular Auto-Rig System   Dec 2024 - Present
- Designed and implemented Python-based auto-rigging system with object-oriented architecture
- Created guide-based workflow that automatically generates character rigs with seamless IK/FK switching
- Developed user-friendly PySide2/Qt interface to streamline the rigging process
- Built extensible system architecture supporting spine and limb modules with reusable components

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

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 | 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

Education & Certifications

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

Awards

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