

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, Motion capture processing, Animation workflows, Shader development, VFX

Programming: Python, MEL, C++, Tool development, Shader programming (HLSL)

Tools & Production: Maya, MotionBuilder, Unreal Engine, Jira, Confluence, GitHub, Perforce, Tools development

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)

- Optimized frontend performance and visual rendering
- Authored technical specs for features and component libraries
- Translated design concepts into precise UI implementations

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

- Collaborated with artists and developers on multiple game jam projects
- Solved complex technical challenges under tight deadlines
- 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