

# Mikaela (Kelly) Carino

## Character Rigger / Technical Artist

Marina del Rey, CA, USA | Open to Remote Work | (408) 230-9715 | [mikaela.carino@gmail.com](mailto:mikaela.carino@gmail.com)

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

## Summary

Software engineer transitioning to character rigging and technical art, combining strong programming foundation with practical rigging experience. Leveraging problem-solving skills and technical expertise to create efficient rigging solutions and optimize artistic workflows.

## Skills

**Technical Art:** Character rigging, Motion capture processing, Animation workflows, Maya dynamics, Deformation systems, Basic shader development, Fundamental VFX

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

**Tools & Production:** Maya, MotionBuilder, Unreal Engine, Pose Wrangler, Jira, Confluence, GitHub, Perforce, Asset pipeline development

**Soft Skills:** Problem-solving, Cross-team collaboration, Learning agility, Technical communication

## Technical Art & Character Rigging Projects

### Character Rig: Vi from Arcane - *Maya, MotionBuilder, Unreal Engine 5 - December 2024 - Present*

- Developed comprehensive character rig featuring advanced IK/FK systems and ribbon controls
- Enhanced character deformations using Maya dynamics and Pose Wrangler's RBF system
- Created efficient motion capture processing and retargeting workflows in MotionBuilder
- **Video:** [vimeo.com/mikellykels/CharacterRigVi](https://vimeo.com/mikellykels/CharacterRigVi) **GitHub:** [github.com/mikellykels/Rigging](https://github.com/mikellykels/Rigging)

### Guiding Light - *C++, Unreal Engine 5 - October 2023 - June 2024*

- Created custom shaders and materials for atmospheric horror visual effects
- Implemented basic VFX systems and particle effects to enhance game atmosphere
- Created efficient asset pipelines and technical documentation for team workflows
- Collaborated with artists to implement and optimize visual effects using Unreal's Material Editor
- **Video:** [vimeo.com/mikellykels/guiding-light](https://vimeo.com/mikellykels/guiding-light) **itch.io:** [candlesticklibrary.itch.io/guiding-light](https://candlesticklibrary.itch.io/guiding-light)

## Professional Experience

### ServiceNow - Software Engineer II - *Remote - June 2022 - January 2025 (Company-Wide Layoffs)*

- Built UI features for Cloud Observability, improving interaction times by 20%
- Optimized frontend performance and visual rendering, reducing load times by 15%
- Created comprehensive technical documentation for new features and component libraries
- Collaborated with designers to ensure precise implementation of visual specifications

### Sentry - Software Engineer - *San Francisco, CA - March 2017 - June 2022*

- **Software Engineer - March 2021 - June 2022**
  - Developed and optimized performance-critical UI components
  - Implemented responsive visual systems based on designer specifications
  - Created technical documentation for component libraries and UI patterns
- **Senior Support Engineer - July 2019 - March 2021**
  - Developed technical tools and automations improving agent workflow efficiency by 20%
  - Implemented and managed bug tracking system for support-engineering collaboration
  - Led technical triage process between support and engineering teams
  - Contributed directly to codebase by fixing frontend bugs
- **Support Engineer - March 2017 - July 2019**
  - Established comprehensive technical documentation system from ground up
  - Built standardized response templates improving response time by 25%
  - Set up and optimized Zendesk workflows for technical issue management

## Independent Game Development Experience

**Distance Over Time Studio (Collaborative Projects) - Lead Game Programmer & Technical Artist - Remote - October 2023 - June 2024**

- Collaborated with artists and developers on multiple game jam projects
- Implemented and optimized technical art solutions within tight deadlines
- Managed version control and asset pipelines using GitHub
- Established efficient workflows for cross-discipline collaboration
- Participated in regular team syncs to align technical and artistic goals

## Education & Certifications

**CG Spectrum - Online - 2022 - Present**

- Advanced Character Rigging - One-on-One Industry Mentorship (2024 - Present)
- Real-Time 3D Essentials (2024) - Rigging, animation principles, and technical foundations
- Game Programming with Excellence (2023) - Advanced C++ and technical implementation
- Intro to 3D Modeling (2024) - 3D asset creation and technical workflow fundamentals

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

## Awards

**2023 IGDA-F Virtual Exchange Velocity Development Program Scholarship - September 2023 - October 2023**

- Selected as one of 75 grantees from 750+ applicants