BERNAT MAS PASTOR
Technical Director | Pipeline | Rigging TD

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🔗 Demo Reel
🔗 Personal blog / Web

SKILLS

Programming & Development

Maya API & plugin development, USD pipeline development, VCS (Git) hosted on Github & GitLab, GUI development using Qt/PySide, VEX scripting, Houdini Digital Asset (HDA) creation, OOP and design patterns with Python.

CG DCC stack

Maya, Houdini, Substance Painter, Nuke, Zbrush, Photoshop, Premiere

Rigging-related

Creature/Human/Prop rigging, prototype development, skinning, profiling & optimization, sculpting

Soft skills

Detail-oriented and reliable, strong communicator and team player, committed to continuous learning and self-improvement, proactive in seeking feedback and support

Spoken Languages

Catalan (Native)
Spanish (Native)
English (C1)
Italian   (basic)
French (basic)

About Me

I'm a Technical Director with a strong focus on CG pipelines and a particular passion for rigging. I enjoy building robust, artist-friendly systems that bridge the gap between technical complexity and creative freedom.

Experiences

Technical Director
Skydance Animation Madird (Mardid, Spain) | Jan 2023 - Oct 2024

- Gives technical support toother departments using a ticketing system.
- Extends and maintains the in-house USD-based pipeline compatible with tools like Autodesk Maya, Houdini, and Nuke and Flow Production Tracking.
- Works hand in hand with the Animation, Modeling&Surfacing, Setdressing, Layout and Crowds departments to provide technical solutions to their daily challenges.
- GUI development for internal tools using PySide and Qt.

Junior Rigger
ICON Creative Studio (Vancouver, Canada) | Jan 2022 - Jan 2023

- Creates rigs using the studio in-house rigging system.
- Maintains and updates rigs according to feedback in the review process.
- Is actively involved in the development and improvement of the rigging system and pipeline. Implements deformation layers setup with artist-firendly interface.
- Troubleshoots, profiles and provides optimizations to boost performance and usability of rigs for animators.

Rigging Intern
MinimoVFX (Barcelona, Spain) | Feb 2021 - May 2021

- Advanced skinning. Achieves organic deformations taking into consideration the anatomy of the characters. Specializes in humanoid and quadruped characters.
- Creates high quality rigs using the studio pipeline and rigging toolkit.

Departmental Collaborationship
MinimoVFX (Barcelona, Spain) | Feb 2021 - May 2021

- Advanced skinning. Achieves organic deformations taking into consideration the anatomy of the characters. Specializes in humanoid and quadruped characters.
- Creates high quality rigs using the studio pipeline and rigging toolkit.

Education

Bachelors' degree in 3D Animation and VFX
LaSalle Ramon Llull University (2017-2021)