

## Kevin Yee

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## 3D Character Rigger

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Savvy Maya user with a keen focus on character rigging. Makes several use of python scripts and other tools to expedite rig modifications and skeletal setup according to the animators' needs. Worked extensively at prepping Maya rigs for exporting into Unreal Engine, as well as bringing in character assets from outside Maya and giving them a new control system.

### **SKILLS**

- Autodesk Maya
- Body and Face Rigging
- Python Scripting
- Blendshape Creation
- Photoshop
- After Effects
- 3D Animation
- Unreal Engine

### **CREATIVE EXPERIENCE**

#### **AMGI Studios**

**February 2020 - May 2026**

Character Rigger on music video: Coldplay x BTS - My Universe, Rigger on game: My Pet Hooligan, Rigger on several shorts and animation tests

- Formulated workflow to quickly transfer skin weights between differently shaped humans/creatures and refitting controls and skeleton hierarchy onto new characters.
- Adding additional functionality to pre-made rigs that were built by auto rigging plugin.
- Refining and fixing functional issues with rigs sent by outside studios.
- Repurposing Maya animation rigs to be compatible in Unreal game engine.

#### **Pixomondo**

**June 2017 – February 2020**

Rigger for Animated Short: Ephraim and DOT, Previs Rigger on Midway(2019) and multiple projects

- In charge of creating additional functions for main character rig created at different studio branch, as well as optimizing it for workflow speed in Maya.
- Created several 3D vehicle rigs for previs work and assisted with shot creation.
- Applying mocap data to character assets.

#### **The Third Floor Inc.**

**May 2016 – September 2016**

Character Rigger on VR production: Raising a Rukus

- Refitted and re-skinned previs skeletal rigs into finals-quality versions. Set up controls on main characters, and several quadrupedal creatures.

#### **Roger.Tv Studio**

**July 2015 – November 2015**

Freelance Rigger and Animator on promo: Shop Japan Opening

- Created several custom controls for various stylized characters and props and assisted in their animation in Maya

#### **Visual Creatures Studio**

**October 2014 – January 2015**

Freelance Rigger on commercials: Gamefly "Epic Gameplay", Gamefly "Animated Adventure"

- Created custom body and facial controls for several characters and creatures, both realistic and stylistic, along with props.

### **EDUCATION**

The Art Institute of California – Los Angeles

Bachelor of Science in Media Arts & Animation

Winter 2012 Graduate