Reel Breakdown

Fairy Play
2025
Responsible for rig planning and pipeline integration and onboarding of new animators. Rigged the main character and additional side characters.
Autodesk Maya

Anne Facial Rig
2024
Responsible for full rig. Project was undertaken for both the fun of it and to establish a baseline and learn the expected bells and whistles that comes with rigging a face.
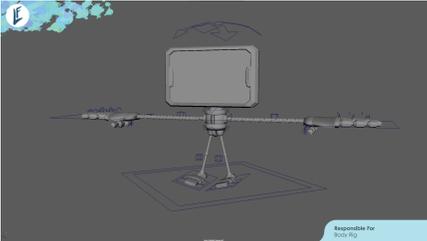*Autodesk Maya*

Last One Standing
2025
Facial Rig integration with body rig. Facial blendshape sculpting, planning and implementation.
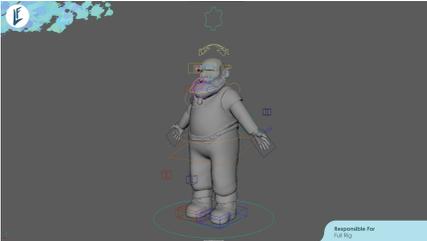*Autodesk Maya*

A Robot's Choice
2023
Responsible for full body rig and onboarding animators on how to utilize the rig.
Autodesk Maya

Tea
2024
Responsible for full character rig and onboarding animators on how to utilize the rig.
Autodesk Maya

Cold Fronts
2023
Responsible for rigging the popup book used in this found audio short.
Autodesk Maya