

# ***Character Rigger***

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*Derick Hui*

## **Experience:**

Charter Road Productions

San Francisco, CA

### ***Character TD***

- Built multi-pedal rig for "Spider Bot"
- Troubleshoot, modified and updated bipedal character rigs
- Critiqued and provided feedback on pipeline workflow

### ***Lead Animator***

- Animated mechanical characters
- Critiqued and provided feedback on animation

24 Hour Bloodline

San Francisco, CA

### ***Character Rigger***

- Created specialized character rigs for sprite based game
- Critiqued and provided feedback on preproduction

Havok Collaborative, in association with  
Academy of Art University

San Francisco, CA

### ***Character Rigger***

- Created mechanical character rigs compatible with Havok Engine
- Troubleshoot rigging and animation compatibility with Havok Physics
- Importing assets into Havok

Academy of Art University

San Francisco, CA

### ***Character Rigger***

- Rigged bipedal and quadrupedal characters for realistic animation class
- Rigged models were of photo realistic quality and had to animate as such

## **Software Skills:**

- Maya
- MEL
- Unreal Engine
- Havok Engine
- Photoshop
- AfterEffects

## **Education:**

Academy of Art University  
Major: Fine Art, focus on Character Rigging

San Francisco, CA

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