

# Griffin Coleman

## Technical Artist, Rigging and Pipeline Tools

### Work Experience

#### Shiny Shoe, San Francisco CA (Remote)

Technical Artist, *Inkbound* May 2021 - Present

- Rigged all characters and managed animation pipeline from Maya into Unity
- Developed systems in Unity to swap character clothing/ weapons and link the interactions of multiple rigs
- Made Maya tools to assist in character modeling, animation, and asset exporting
- Made Unity tools to maintain character rag dolls and automate miscellaneous tasks

#### DigiPen Institute of Technology, Redmond WA

Teaching Assistant

Intro to 3D Animation	Jan 2020 - Apr 2021
Character Rigging	Sep 2020 - Dec 2021
Advanced Character Rigging	Jan 2021 - Apr 2021
Intro to Scripting and Programming	Jan 2021 - Apr 2021

### Academic Projects

#### Solo Rigging Project Jan 2021 - Apr 2021

Character rig with complementary Python tools

- Created Python tools to help with rigging, deformation, and animation of the character
- Rigged the character to emulate the extremes possible with traditional animation

#### Solo Tool Scripting Project Sep 2020 - Dec 2020

Modular auto-rigging script in Maya using Python

- Custom UI to edit attributes for each module
- Used to rig animal and humanoid characters

#### Technical Artist and Animator Sep 2019 - Feb 2021

*Anchored*, 3D animated film in Unity, Team of 8

- Rigged all characters and established animation pipeline
- Created custom tools in Maya (Python) and Unity (C#)
- Created VFX in Unity



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GriffinColeman.com



Redmond, WA

### Skills

- Character Rigging
- Character Blendshapes
- C# Scripting
- Python Scripting
- Maya PyMEL and Mel Scripting
- Asset Pipeline Management
- 3D Animation
- Hard Surface Modeling

### Software

- Autodesk Maya
- Autodesk 3ds Max
- Unity
- Unreal
- Visual Studio
- Adobe Creative Cloud Suite
- QT Designer
- Substance Painter
- Spine
- Sourcetree

### Education

#### DigiPen Institute of Technology

Bachelor of Fine Arts  
in Digital Art and Animation

Graduated April 2021