

Diksha Gupta

Intermediate Rigging Artist with 4.5 years' experience currently working at Atomic Cartoons

Email : dg.3dartist@gmail.com

Vimeo link : <https://vimeo.com/manage/videos/849154640>

Password: Diksha@2023

Website : dg3dartist.wixsite.com/dg3dartist

LinkedIn: www.linkedin.com/in/artistscreedonline/

PROFESSIONAL SUMMARY

Canadian PR based in Vancouver, BC, Canada, Experienced Intermediate Rigging Artist, currently working at [Atomic Cartoons](#) with 9 months at [Mainframe Studios](#) and 3 years at [Bardel Entertainment](#) and gaming industry. Proficient in [Pycharm](#) and complete usage of [Python](#) for building body/face rigs, skinning, secondary motion setups. Skilled in proprietary tools, pipeline enhancement, team collaboration, Rigging and Skinning Characters, Creatures and Props, UE5.

3D Animation and Visual Effects diploma: Vancouver Film School. CGMA-Python certified. Associate of Science in programming ([Java](#), [C#](#), [SQL](#), [Javascript](#), [XML](#).)
Passionate about enhancing visual experiences.

EXPERIENCE

Intermediate Rigging Artist(Full-Time) - Atomic Cartoons

AUGUST 2025 (Ongoing) Vancouver, BC

Intermediate Rigging Artist(Full-Time) - Mainframe Studios

OCTOBER 2024 - JULY 2025 Vancouver, BC

- **Unicorn Academy - upcoming seasons** TV Show for Netflix
 - Is responsible for creating body rigs for bipeds and quadruped rigs, using only python, py-mel, exo-spline tool, the whole rigging pipeline is based on pycharm.
 - Created documentation for many regular procedures that would take place within and across departments - such as requesting corrective shapes between Modelling and Rigging.
 - Created Dynamic clothing rigs for bipeds and Introduced jewellery rigs for Unicorns so as to work better while galloping.
 - Assisted teammates regularly with many tasks and helped maintain speed without hiccups in the rigging department. Soon became a valuable team member who is ready to be a senior.
 - Daily tasks included creating, maintaining and updating body rigs, body correctives, addressing animation requests, addressing groom updates, making sure that any new props attached to the body have the best functioning possible based on the provided Calisthenic tests.

Self-Training(Online Courses)

SEPTEMBER 2023-September 2024 Vancouver, BC

- Courses for learning Unreal Engine
- Freelance projects for Indie Studios for Maya based projects
- Workshop about procedural rigging in Houdini

Intermediate Rigging Artist(Full-Time) - Bardel Entertainment Inc.

SEPTEMBER 2020 - AUGUST 2023 Vancouver, BC

- **Gen: Lock - Season 2** RoosterTeeth Project
 - Was responsible for creating basic rigs with the help of existing rig building Tools.
 - Wrote a code to fix the joint flip that was incurring in the hips of character when translated to more than 3000 on XYZ axis
- **Dragon Prince Season 4, 5 & 6** TV Show for Netflix
 - Did rigging for capes and skirts, in addition to body rigs. My responsibility to handle Face Rigging became more prominent in this show with a mix of human and animal like beings.
 - Also was incharge to teaching a Matrix Bind system introduced in the show to tackle sliding multiple layers of geo overlapping each other. I was entrusted with writing documentation for the system because my ability to learn and use the system was faster.
 - Also wrote a script to use the system faster and more efficiently.
 - Human/animal anatomical knowledge
 - Clean and efficient smooth skinning practices
- **Diary of Wimpy Kid** Movie for Disney
 - Was promoted to Intermediate rigger
 - Was the only Rigging Artist helping the lead and handling all the major rigging of the movie spanned from facial to body rigging of stretchy character with 3 faces.
 - Reusing and cleaning up existing rigs.
 - Wrote a UI of all the steps in sequence to complete a whole stage of rigging since junior riggers were joining the team. The UI helped the team perform better and faster, with a better understanding of how the steps are being laid.
- **Buck Wild** Movie for Disney
 - This movie has mostly Dinosaur characters with different shapes and sizes for teeth. Was responsible for facial rigging and tackling the bulging eyelid rigs
 - Deconstructed a wing rig from older movies to learn and teach the other teammates. The wing was using a technique new to all of us, but I am a fast learner and was able to decode fast and recreate the rig multiple times while writing the documentation for it. The rig turned out to be

very helpful in terms of performance and saving space.

EDUCATION

Certificate in Python for VFX and Animation, CGMA - Online

APRIL 2021 - JUNE 2021

8 Week long extensive course from training to use **Python** to create tools and User Interfaces adaptive for Maya. Alexander trained us to write code which is easy to write for everyone and follows the general rules of programming within a pipeline. The course focused on writing everyday code snippets to make working as a rigger more efficient as well as a final project of making a UI to create controls and modifying the appearance in the scene.

Diploma in 3D Animation and Visual Effects / Vancouver Film School

AUGUST 2018 - AUGUST 2019 Vancouver, Canada

Gained knowledge and experience about 3D assets, including Modeling, Rigging, Animation and Lighting/Texturing. Extensive projects to master 3D softwares such as Maya, Substance Painter, Zbrush, Adobe Photoshop, Houdini and Mudbox. On-hand practice of learning and working in a production pipeline.

3D MAX PRO — Certificate in Introduction to 3D Animation

JAN 2018 - JUNE 2018 Delhi, India

Developing basic knowledge of the 3D world of computer Graphics, Learning how to use 3DS Max Software, introduction to Animation, Modelling, Rigging, Lighting and Texturing.

Associate of Science, NIIT — Diploma

AUGUST 2013 - AUGUST 2017 Delhi, India

Learned Programming in languages such as **Java, C#, SQL, Javascript, XML, PHP**

SKILLS

- Proficient in Handling Pycharm, working with **Python, pymel** and **xform** scripts.
- Knowledge in **Python, nCloth** and **nHair**
- Exceptional understanding of rigging and **deformation techniques, including Skinning**
- Ability to **multitask**, prioritize and manage **time efficiently**
- Ability to work **independently** and **collaboratively**, often with multiple tasks and under **deadline** pressure

- Foundational knowledge of trigonometry and linear algebra
- Experience with character related simulation (soft tissues and localized secondary)
- Experience with cloth simulation
- Experience with: **Maya, Pycharm, Mudbox, Substance Painter, Adobe Photoshop, Adobe Premiere, Zbrush, Wondershare Filmora, Atlassian Confluence, Jira Software and Shotgun**

LANGUAGES

- Hindi - Native Speaker
- English - Expert
- Spanish - Intermediate

HOBBIES

- Playing Video Games (Pal World is my current fever)
- Painting
- Crafting
- Singing
- Dancing
- Doing art on Photoshop
- Hiking
- Ballet
- FX Makeup