



Nicholas Harvey

Senior CG Rigger/Technical Animator

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Portfolio Website:
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Experience

LAIKA, Remote

CG Rigger

March 2022 - Current

Building creature, character, and prop rigs for the Animated Feature Film, WildWood
Developing automotive tools and creating tutorials and documentation
Mentoring new employees how to use the rigging pipeline

BRON Digital, Remote

Senior Rigger

November 2021 - March 2022

Solved auto-rig issues and critiqued rigs for specific shots with leads for animated series
Created new rigging solutions, documentation and tutorials for the rigging pipeline

Halon Entertainment, Santa Monica, CA

Technical Animator/Motion Capture Technician

June 2019 - November 2021

Rigged characters, creatures and props for the Unreal Engine
Projects included: Pre-Visualization, Post-Visualization and Video Game Trailers
Developed a component based auto-rigger for the studio using PyMel
Prepped actors, recorded, and streamed body and facial animation
Trained new technical animators employees

Tiny Tina's Wonderlands - Official Announcement Trailer — Rigger

April 2021 - May 2021

Provided quality control and fixes on character rigs for Unreal Engine

Disney's Pinocchio — Technical Animator

October 2020 - January 2021

Rigged characters, creatures and props for Unreal Engine
Helped with the Bidding of the project

New World - Official Open Beta Announcement Trailer — Rigging Lead

February 2020 - July 2020

Discussed rigging tasks and issues with department leads
Critiqued and assigned rigging tasks to vendor and in-house technical directors
Rigged, performed quality controlled and did rig automation with python

The Batman — Technical Animator/Motion Capture Technician

July 2019 - August 2019

Set up OptiTrack Motive Motion Capture Stage on Warner Brother Lot
Recorded and streamed motion capture using Live Link, OptiTrack Motive, and MotionBuilder

Groove Jones, Deep Ellum, TX

Character Rigger/Motion Capture Technician

March 2018 - April 2019

Rigged characters and creatures for VR/AR Experiences
Developed Animation Pipeline for Motion Capture Animation

Modelo and UFC VR Campaign — Facial Blend Shape Sculptor

Spring 2019

Collaborated with Unity developers and animators to sculpt facial blend shapes

American Horror Story Eccentricities Gallery — Rigging Supervisor

Summer 2018

Fixed rigs and solved exporting issues from Maya to Unity
Gave critique for mocap rigs and captured anim using XSNEs Suit and Manus VR gloves

Education

Texas A&M University, College Station, TX

Bachelors of Science in Visualization | Enrolled: August 2013 - Graduated: May 2017

University of Texas at Dallas, Richardson, TX

School of Arts, Technology and Emerging Communications | Attended: January 2016 - May 2016
Required Study Away

Rigging Dojo-Face Rigging 101, Online

Online Courses for Advanced Rigging Techniques | Attended: September 2017 - October 2017
Learned advanced facial rigs for a secondary feature film character

Software Experience

Maya, mGear, MotionBuilder,
Unreal Engine, Unity, Blender,
Shotgrid, Git, Perforce, QT Designer,
OptiTrack Motive, Manus VR, MVN
Studio Pro, Blade, Lens Studio

Programming Languages

Python, PyMEL, MEL Script, Linux,
Blueprints, C#

Teaching Experience

Laguna College of Art and Design & Texas A&M University

Rigging Mentor

(2019 - 2024)

Mentoring Students in the basics of
rigging and prepping them for either
games or animated projects

Leadership & Volunteering

TAMU ACM SIGGRAPH

Vice President

(Spring 2017)

Assisted President and delegated
officers in organization
Planned and organized events

TAMU ACM SIGGRAPH

Industry Relations Officer

(Fall 2015-Fall 2016)

Assisted President and delegated
Officers. Planned and organized
events

SIGGRAPH Conference

Student Volunteer

(Summer 2016 & Summer 2017)

Assisted industry professionals with
presenting their work.

Honors/Awards

Visual Effects Society Member

(Joined Fall 2022)

Member Profile FEATURED on the Official

ACM SIGGRAPH Website

(Summer 2017)

WON 2015 TAMU ACM SIGGRAPH Animation Jam

(Summer 2017)