Nicholas Harvey
Technical Animator

Phone:
(214) 493-6322
E-mail:
nickharvey95@gmail.com
Portfolio Website:
nickrigs.com

Experience

LAIKA, Remote
CG Rigger
March 2022 - Current

Building creature, character and prop rigs for an Animated Feature Film
Developing automotive tools and creating tutorials and documentation

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 Pre Viz, Post Viz 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
Quality control and fixes on character rigs for Unreal Engine
Rigged a dragon's eye, cloth, dreads, cloak and a gun in Maya

Disney's Pinocchio — *Technical Animator*
October 2020 - January 2021
Rigged characters, creatures and props for Unreal Engine
Made an auto-rig for quadruped characters using PyMEL

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#

Leadership

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

Volunteer Work

Laguna College of Art and Design
Mentor
(Fall 2019 & Spring 2020)
Mentored a student by teaching fundamentals in rigging and critiquing work

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)