

Nicholas Harvey

Senior CG Rigger/Technical Animator

Phone: (214) 493-6322

E-mail: nickharvey95@gmail.com

Portfolio Website: nickrigs.com

8+ years of experience working on large scale productions such as animated feature films, pre-visualization, post visualization, video games, and virtual/augmented experiences. Rigged characters, vehicles, and props. Proven track record of developing tools for studio pipelines, to provide workflow refinement, modular rig creation and rig efficiency.

SKILLS AND SOFTWARE

Programming Languages: Python, MEL Script, Linux, Blueprints, C#

Software: Maya, MotionBuilder, Unreal Engine 5, Unreal Engine 4, Unity, Blender, Shotgrid, Git, Perforce, QT Designer, OptiTrack Motive, Manus VR, MVN Studio Pro, Blade, Lens Studio

EXPERIENCE

PRIMUS, Remote

Rigger/Technical Artist/Animator

April 2026 - July 2026

- Developed the face rig and fixed rig issues for stylized character in Blender
- Cleaned up motion capture animation
- Pitched ideas using Adobe Animate and blocked out scene and animated shots using Blender
- Created VFX using a combination of shader nodes and a particle emitter in Blender

Project: *The Ol' Grizz Music Video*

1047 Games, Remote

Technical Animator

March 2026 - July 2026

- Creating game ready rigs in Maya for a AAA title in Unreal Engine 5
- Writing rigging tools in Python for rig automation
- Developed the game
- A part of the official game launch and gave gameplay notes during early access

Project: *Empulse*

LAIKA, Remote

CG Rigger

March 2022 - Jan 2026

- Rigged over 130 rigs using proprietary auto-rig and focused on skinning
- Rigs created for multiple variants of humans, creatures, props, and vehicles
- Developed automated tools in Python for Autodesk Maya with confluence documentation and tutorials
 - Created LAIKA's first vehicle auto-rig using Python and integrated wheel automation and vehicle color options
- Focused on clean volume deformation in Autodesk Maya through constructive input and advanced rigging techniques
- Solved complex rigging issues related to layered clothing, accessories and motorcycle setups
- Identified and implemented workflow efficiency for match-move/digi-double assets
- Mentored and onboarded new employees on LAIKA's rigging pipeline

Project: *Wildwood*

BRON Digital, Remote

Senior Rigger

November 2021 - March 2022

- Created human, creature, and prop game-ready rigs in Maya and exported to the Unreal Engine
- Collaborated with Rigging and Animation Supervisor to repair and update the in-house Python based facial auto-rigger
- Onboarded and mentored new rig hires through demonstrations, writing documentation, and video tutorial production
- Stepped into dailies and suggested potential rigging solutions for sequences in the show

Project: *Gossamer*

Halon Entertainment, Santa Monica, CA

Technical Animator and Motion Capture Technician

June 2019 - November 2021

- Projects consisted of Launch Trailers and Cinematics for Video Games and Pre/Post Visualization for Films
- Produced game-ready rigs of characters, creatures, and props in Maya sent into Unreal Engine

- Checked, cleaned, and modified client rigs in Maya, MotionBuilder and the Unreal for cinematic pipeline integration
- Created modular auto-rig using Python for Bipedal, Creature, Quadruped game ready rig creation in Maya
- Calibrated stages, setup actors, props, cameras, and streamed animation into Unreal and Motion Builder from Motive OptiTrack
- Ran Motion Capture Shoots using Motive OptiTrack and Unreal Engine and recorded director notes
- Assisted in Bidding for Pre-Visualization for Disney's remake of Pinocchio
- Rigging lead on New World launch trailer and provided notes for in-house and vendor riggers
- Onboarded new hires with enthusiasm

Video Game Projects: *Borderlands 3, Tiny Tina's Wonderlands, Kerbal Space Program, New World*

Film Projects: *Black Adam, The Batman, Argyle, Robert Zemeckis and Disney's Pinocchio, Cocaine Bear*

Groove Jones, Deep Ellum, TX

Character Rigger/Motion Capture Technician

March 2018 - April 2019

- Produced Virtual Reality and Augmented reality experiences for Advertisements and Conventions
- Rigged game-ready characters, props, vehicles, and creatures in Maya to export into Unity, Unreal, and Lens Studio
- Collaborated with team to create an animation pipeline for Unity based projects
- Developed workflow for Motion Capture shoots for the XSNEs Suit and MVN Studio

Projects: *Wells Fargo Training, Dinaledi Chamber VR Experience, Perot Museum Snapchat AR, Covestro VR Experience, Ford Motor Company VR Experience, UFC-Modelo VR Sports Fan Activation*

Teaching Experience

Laguna College of Art and Design, Remote

Texas A&M University - Visualization Program, Remote

Rigging Mentor

(2019 - 2026)

- Mentored students in the basics of rigging in Autodesk Maya and creating automated tools using Python
- Guided students to rig towards their professional goals through one-on-one mentorships
- Provided talks towards professionalism in the entertainment industry and collaborated with a LAIKA Recruiter

Volunteering

- **Visual Effects Society - Nomination Judge - (January 2026)**
- **Glitch Productions - Comic Con Helper - (Summer 2025)**
- **TAMU ACM SIGGRAPH - Vice President - (Spring 2017)**
- **TAMU ACM SIGGRAPH - Industry Relations Officer - (Fall 2015 - Fall 2016)**
- **SIGGRAPH Conference - Student Volunteer - (Summer 2016, Summer 2017)**

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)**

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

Non-Degree: School of Arts, Technology and Emerging Communications

Enrolled: January 2016 - May 2016

(Required for Texas A&M's Study Away)

Rigging Dojo-Face Rigging 101, Remote

Enrolled: September 2017 - October 2017

(Learned advanced facial rigs)