

Goal

Previously Rigging Artist at Rooster Teeth Productions. An independent learner with experience working collaboratively and alone, eager to work with seasoned professionals and develop personal skills to highest standards of excellence.

Software

Maya, Python, MEL, ZBrush, Marvelous Designer, UVLayout, Topogun, Photoshop, Premiere, After Effects, Illustrator. Mudbox, Flash and Dreamweaver experience

Education

Bachelor of Fine Arts in Animation - Magna Cum Laude

November 2015

Savannah College of Art and Design – Savannah, Georgia

Courses Included: Psychology, Art History, Digital Sculpting, Communication, General Education and Art Foundations

Work Experience

Rooster Teeth

March 2016 - January 2017

Rigging Artist

Rigging characters and props as per animation requirements

Providing feedback and reviews to other members of the rigging team

Pipeline R&D

Accomplishments and Awards

Rigging Tutorials – Video Tutorial Series Published Independently & by Autodesk

2016

Shared by multiple sources such as CGMeetup.com and Lesterbanks.com

also featured on RiggingDojo.com, FemHype.com and ImpulseGamer.com

Saudade - Self Directed Short Film

2015

Human biped modeling, rigging and texturing, prop modeling

The Grind - Videogame by Graham Waldrop

2014

Creature biped rigging

West Lake Dream – Animated Short Film by Wenwen Charlotte Hou

2014

Human biped rigging, creature rigging

Academic Honors Scholarship for the Savannah College of Art and Design

2012-2015

Awarded for academic achievements

Artistic Honors Scholarship for the Savannah College of Art and Design

2012-2015

Awarded for artistic achievements

Student Incentives Scholarship for the Savannah College of Art and Design

2012-2015

Awarded to assist with cost of tuition

Reel/Website

<http://giofcoutinho.com>