
MAYA RIGGING AND SIMULATION ARTIST, WITH GOOD KNOWLEDGE OF MEL & PYTHON SCRIPTING

Summary of Qualification

- ♦ MAYA Character, Cartoon and Mechanical Rigging.
 - ♦ MEL and Python Scripting For Custom UI development.
 - ♦ Good Knowledge of Node based and Script based Rigging.
 - ♦ Quick Learner and easy adaptability.
 - ♦ Easy-going and accommodating personality. Known for Going the extra mile to get the job done.
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Profile

Technically strong, Quick learner, Character Setup Artist with an Two years of Industry Experience.

Good relationship with team mates, and a good team player.

Strong at anything that goes with scripting, with Technical analysis.

Creating a Character setup with an comfort in mind for the Animator.

Technical Skills

Operating System: DOS, Windows XP, Windows 7

3D Softwares: Maya (MEL and Python), 3DS Max

2D Softwares: Flash(AS 3.0, 2.0), Photoshop, Dreamweaver

Editing Softwares: Fusion, AfterEffects.

Experience

Rigging Artist and MEL scripting
Symbiosys Technologies, Vizag, INDIA

2008 December - Present

Rigging and Animation Artist
Celestials, Vizag, INDIA

2007 April - 2008 December

Modeling Artist
Arena Animations, Vizag, INDIA

2007 January - 2007 April

Demo reel

www.sterlope.co.cc (or) sterlope.ueuo.com

Education

Course of AMSP in Arena Animation on 3DS Max and Web Desining

2004-2006

Bachelor of Science, Computers Degree from Andhra University

2003-2006

Intermediate from Board of Intermediate Education, Andhra Pradesh

2001-2003

SSC from Board of Secondary Education, Andhra Pradesh

1988 -2001