DAVID WOLOZ

Los Angeles, California · DavidWoloz.com · Vimeo.com/DavidWoloz

• Efficiency & Organization are Key •
• Extensive Animation Coding Knowledge • Works Well Solo & With Team •

EXPERIENCE

RIGGER, MOONBUG ENTERTAINMENT, **MAY 2022 – SEP 2022**
Sole Character and Prop Rigger • Regularly Skinned Outfits to Existing Rigs • Used Coding to Expedite Rigging Processes • Learned Multiple In-House Plug-Ins • Updated Existing Rigs by Reducing Elements for Better Interactivity • Worked with Quick Turnarounds

TECHNICAL ASSISTANT, NGX INTERACTIVE, **JAN 2022 – MAR 2022**
Created Scenes and Modeled Assets • Reduced File Size from Received Files • Handled Multi-Platform Coordination • Organized Files and Scenes Created for Various Projects

CHARACTER ARTIST, HI FROM THE FUTURE, **NOV 2021 – DEC 2021**
Rigged a Variety of Characters Assets • Applied a Variety of Rigging Techniques Including NURBS Surfaces, Nodal Networks and Automated Deformations • Integrated Coding to Promote and Expedite Workflow • Worked within Short Deadlines

ASSET CONSULTANT, NGX INTERACTIVE, **MAY 2021 – JAN 2022**
Multi-Platform Coordination for Digital and Augmented Reality Integration • Creation of AR Assets and Construction Representation • Animation of Storyboards for Timing and Client Feedback • Clean-Up of Large Files for Client Project Exploration

EXECUTIVE ASSISTANT, WOLOZ & ASSOCIATES, **MAR 2020 – MAR 2021**
Used Python for File Organization and Transfer • Handled Invoicing and Reporting with Spreadsheet Automation • Created COVID Compliant Client Interactions

PROJECTS

COCOMELON, MULTI-PLATFORM SERIES, Rigger
PERRY PLAYLAND, HI FROM THE FUTURE, Character Artist
GATE KEEPER, FREELANCE FOR STEVEN ZHU, Rigger & Animator
BEYOND AUTORIG, THESIS, Coded Automated Rigging Set Up
WILL TO FLY, 10-WEEK SHORT FILM, Technical Director • Character & Prop Rigger

THESIS

CREATED AUTORIG, NON-PROFESSIONAL • SIMPLIFIED DESIGN • UNLIMITED OPTIONS
GRAPHIC USER INTERFACE, INTEGRATED WINDOWS • REDUCED SET-UP
UNINHIBITED APPLICATION, INFINITE DESIGN • ADJUSTABLE • PERSONALIZATION

SKILLS

MODEL, MAYA • ZBRUSH • BLENDER • UNITY • UNREAL ENGINE
CODING, MEL • PYTHON • C++ • JAVA • ARDUINO • GRASSHOPPER
RENDERING, MENTAL RAY • VRAY • MAXWELL RENDER
POST-PRODUCTION, AFTER EFFECTS • PREMIERE • NUKE
GRAPHICS, PHOTOSHOP • ILLUSTRATOR • INDESIGN

EDUCATION

MASTER OF FINE ARTS IN ANIMATION, SAVANNAH COLLEGE OF ART AND DESIGN
MAR 2018 • Rig Coding • Human & Creature Rigging • Facial Rigging • Modeling • Texturing
BACHELOR OF ARCHITECTURE, UNIVERSITY OF SOUTHERN CALIFORNIA
JUN 2012 • Minor in Classics • Robotic Design • Furniture Design • Animation

DavidWoloz@gmail.com · (310) 720-7319 · LinkedIn.com/in/DavidWoloz
References Available Upon Request

I understand that California's rules on classification for employees and independent contractors may cause hesitation for an employer to engage with a California resident for a role. However, I have established an LLC in visual media that is registered with the state and the IRS so that all contract work can go through my company to limit any employment issues.