

George Saavedra

RIGGING & DEVELOPMENT

CONTACT

george@gsaavedra.com
gsaavedra.com
786 303 7912

EXPERIENCE

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| Framestore · Head of Rigging, USA
Rigging, developed rigging system and other tools for US offices. Collaborating with film division to unify the rigging systems and workflows across all divisions at all sites | 2017 - Present |
| ACME VFX · Rigging Supervisor
Rigged creatures, developed rigging tools for Star Trek Discovery | 2016 |
| MPC · Rigging Lead
Rigging for various commercials, developed facility rigging pipeline to be used across multiple facilities, mentored riggers across multiple sites | 2014 - 2016 |
| Digital Sandbox · Rigging Supervisor
Rigging creatures, developed & supported asset publishing tools, cloth pipeline and lighting tools for a small team | 2014 |
| Psyop · Rigging
Developed facial rigging system for commercials, rigging and deformations | 2014 |
| Sony Imageworks · Rigging TD
Facial Rigging | 2012 - 2014 |
| Method Studios · Rigging Lead
Rigging pipeline development, managed in house rigging team for commercials and film | 2011 - 2012 |
| Digital Domain · Rigging TD / Cloth
Rigging, cloth sim, muscle sim, rigging tool development | 2007 - 2011 |

SKILLS & SOFTWARE

- Maya
- Rigging
- Cloth Sim
- Pipeline & Tool Dev
- Python
- Qt
- MEL
- Git

EDUCATION

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| Ringling School of Art and Design
<i>BFA Computer Animation</i> | 2006 |
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