

George Saavedra

RIGGING & DEVELOPMENT

Rigging Supervisor specializing in high-end character & creature deformations, developing rigging systems and workflows for film and commercials.

Contact

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Experience

The Mill · Rigging Supervisor · 2021 – 2023

Led rigging and development on facility rigging systems, muscle systems, and other tools. Rigged for AR and VR

JAMM · Rigging & Development · 2021 – 2023

Rigged characters, creatures, vehicles, etc. Developed facility rigging, mocap ingest systems, and animation workflow tools.

Framestore · Head of Rigging, USA · 2017 – 2021

Developed facility rigging systems and tools for US offices. Unified rigging systems and workflows across all divisions at all sites. Rigged for AR and VR experiences.

MPC · Rigging Lead · 2014 – 2016

Rigged for various commercials. Developed facility rigging pipeline for multiple facilities. Mentored riggers across multiple sites. Rigged for AR and VR.

Sony Imageworks · Rigging TD · 2012 – 2014

Specialized in facial rigging.

Method Studios · Rigging Lead · 2011 – 2012

Developed rigging pipeline. Managed in-house rigging team for commercials and film.

Digital Domain · Rigging TD / Cloth · 2007 – 2011

Specialized in rigging, cloth sim, muscle sim, and rigging tool development.

Skills & Software

- Maya
- Rigging
- Muscles & Cloth
- Pipeline & Tool Dev
- Rigging for Realtime
- Python
- Qt
- Git

Education

Ringling School of Art and Design · 2006

BFA Computer Animation