**LACHLAN BEST**

**Rigger and Modeller**

lachlanbb@hotmail.com

lachlanbest3d.com

Phone number on request

Currently based in Sydney, Australia but willing to re-locate

WORK HISTORY

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| RiggerFeb 2016 – Oct 2016Lego Batman and Ninjago features:Responsible for rigging a variety of assets in Softimage for the Lego Batman and Lego Ninjago feature films. Assisted in maintaining and extending python rigging API tools.Oct 2016 – PresentGuardians of the Galaxy 2 and Peter Rabbit features: Assisted with development of rigging components for use across both shows, working closely with animation and rigging leads. Worked with in-house muscle system ‘Steroids.’ Created tools for rigging artists in python utilising Maya’s API. | Animal Logic | February 2016 to present |
| RiggerResponsible for retopology and rigging of bipedal and quadrupedal characters in Maya for use in Unreal Engine 4. Also responsible for simulating cloth assets using Maya and APEX. | Mountainwheel Games | September 2014 to February 2016 |
| Sessional TutorResponsible for mentoring students undertaking a 30 second animated film project. | Queensland University of Technology  | July 2014 – November 2014 and July 2015 - November 2015 |
| Rigger & AnimatorResponsible for all aspects of rigging and animation on humanoid models in Maya for use in the Unity engine. | Starboard Games | March 2014 – September 2014 |

EDUCATION

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| Academic Development ProgramFour sequenced workshops, spanning a range of learning and teaching development strategies | Queensland University of Technology | July 2015 – August 2015 |
| Facial Rigging 101 CourseMentored by Daniel McCrummen (Reel FX) | Rigging Dojo | May 2015 – July 2015 |
| Bachelor of Fine Arts (Honours)Research focus on the dynamics of virtual teamwork in game development. | Queensland University of Technology | February 2014 – November 2014 |
| Prop Rigging Course Mentored by Jeff Brodsky (Blue Sky, Disney) | Rigging Dojo | June 2014 – July 2014 |
| Bachelor of Games and Interactive Entertainment | Queensland University of Technology | 2011 - 2013 |

SOFTWARE KNOWLEDGE AND SKILLS

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| Maya | After Effects  | PhysX (APEX Clothing) |
| Softimage | dDo | Marmoset Toolbag |
| ZBrush | nDo | Xnormal |
| Photoshop | 3D Coat |  |
|  |  |  |
| Digital Sculpting | Retopology | MEL Scripting |
| Rigging and Skinning | Character Animation | Python Scripting |
|  |  | Mental Ray |
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