**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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| Rigger  Feb 2016 – Oct 2016  Lego 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 – Present  Guardians 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 |
| Rigger  Responsible 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 Tutor  Responsible for mentoring students undertaking a 30 second animated film project. | Queensland University of Technology | July 2014 – November 2014 and July 2015 - November 2015 |
| Rigger & Animator  Responsible 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 Program  Four sequenced workshops, spanning a range of learning and teaching development strategies | Queensland University of Technology | July 2015 – August 2015 |
| Facial Rigging 101 Course  Mentored 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 | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  |