

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

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

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

Maya
Softimage
ZBrush
Photoshop

After Effects
dDo
nDo
3D Coat

PhysX (APEX Clothing)
Marmoset Toolbag
Xnormal

Digital Sculpting
Rigging and Skinning

Retopology
Character Animation

MEL Scripting
Python Scripting
Mental Ray