

# DANIEL MARTIN

## CHARACTER RIGGER



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## About Me

Advanced Character Rigger currently working in the games industry. I have experience creating bespoke rigs for both in-game and cinematic characters, creating cloth and hair simulation setups for characters in Maya, setting up dynamic animation and simulations in-engine, and developing pipeline tools for Artists to speed up workflow.

I am familiar with working as part of a team, liaising with other departments to develop solutions to interdisciplinary problems. In my tenure at TT Games I have worked with designers, character artists, technical artists and animators to bring toys to life, while conforming to design requirements set out by clients such as LEGO and Disney.

## Skills



Maya



Creative Cloud



Unreal



Python



JavaScript



Perforce



SVN

## Education

### Falmouth University

*Animation & Visual Effects BA (Hons), First Class*

### Helston Community College

*3 A Levels & 1 BTEC Level 3*

Maths, Physics, History, IT

## Industry Experience

### TT Games (Aug 2018 - Present)

*Advanced Character Rigger (Jul 2023-Present)*

Character Rigging, Simulations, Pipeline Development on *LEGO Star Wars: The Skywalker Saga* and TBA project/s.

### Fictive / Falmouth University (Jan 2018 - May 2018)

*Character Rigger*

Character Rigging for a cancelled VR project.

## Other Experience

### Animex 2023

Speaker on *Bringing LEGO to life: character creation on The Skywalker Saga*.

### Outreach 2023-24

Gave a talk on rigging at DeMontfort University. Gave a careers talk + workshop at Fallibroome Academy. Attended Leeds Creative Skills Festival in 2023.

### BFX Animation Competition 2017

Short film *The Most Comfortable Place* was the winner of Best 2D Animation.

## Hobbies/Interests

TTRPG's

Drawing

Miniature Painting

Custom PC's

Creative Writing

**Thank you for looking at my CV!**