



DREW WOMBLE

SENIOR RIGGING ARTIST | TECHNICAL ANIMATOR | PIPELINE TD

REEL: drewwomble.com/privatereel2022

SOFTWARE

- Autodesk Maya
- Golaem Crowd
- Pixologic ZBrush
- Substance Painter & Designer
- Adobe Creative Suite
- Nuke
- Python, MEL, OSL
- Cinema 4D
- Pixar Renderman
- Blender
- Unreal Engine
- Linux/Unix
- Git & GitLab
- Autodesk Shotgun/Shotgun

AWARDS/LEADERSHIP

- **Southern Shorts Award:**
"Escape" Best Student Film
- **Innsbruck Nature Festival:**
Official Selection "Escape"
- **Atlanta Underground Film Festival:** Official Selection
"Escape"
- **SCAD Dean's List Award Recipient** 2016-20
- **SCAD Distinguished Scholar Award Scholarship**
- **SCAD School of Digital Media Endowed Scholarship**
 - Selected to pitch "Caya" to industry professionals at **AnimationFest Pitch Party**
- **Treasurer** of SCAD Riggers

EXPERIENCE

LEAD RIGGING ARTIST & TECHNICAL ANIMATOR • Zoic Studios • October 2022 - Present

Responsible for helping build and maintain the rigging pipeline, develop new rigging and pipeline tools, and building creature vehicle, prop, and character rigs. Worked on shows including House of the Dragon, The Boys, The Witcher, and more

LEAD RIGGING ARTIST • Mainframe Studios • July 2022 - October 2022

Responsible for supervising a rigging team for multiple shows and features while maintaining and updating the procedural rigging pipeline, communicating with production and other pipelines, and assisting the pipeline TD's in problem solving

SENIOR RIGGING ARTIST • Mainframe Studios • July 2022 - Present

Responsible for creating custom rig builds for a variety of characters, creatures, props, and vehicles in addition to maintaining and adding features to the in-house auto-rigging system and solving rigging pipeline issues

ASSISTANT LEAD RIGGING ARTIST • Mainframe Studios • March 2022 - July 2022

Responsible for assisting in the supervision of a rigging team for various shows and productions and communicating with modeling, animation, FX, and finaling

RIGGING ARTIST • Mainframe Studios • January 2022 - July 2022

Responsible for creating custom rig builds for a variety of characters, creatures, props, and vehicle

JUNIOR RIGGING ARTIST • Mainframe Studios • December 2020 - January 2022

Created character, prop, vehicle, and creature rigs for a variety of shows in addition to updating and maintaining show/asset repositories via PyCharm, Git, and Linux

FREELANCE 2D/3D ARTIST • SYNERGETIC MEDIA • September 2020

Responsible for creating concept art including storyboards and animatics as well providing assistance in various areas of the 3D pipeline

SKILLS

Character, Prop, Vehicle Rigging & Skinning, Programming & Tool Scripting, Environment & Character Modeling, Hair/Cloth/Muscle Simulations, Texturing, Lighting & Rendering, Animation, Technical Animation, Game Design, Pipeline Creation, Building Rigging Systems

EDUCATION

B.F.A. Animation, Savannah College of Art and Design | Atlanta, GA • 2016-2020

Honors: Summa Cum Laude



DREW.WOMBLE@GMAIL.COM



334-322-6467



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