



# DREW WOMBLE

SENIOR RIGGING ARTIST | LEAD RIGGER | PIPELINE TD

REEL: [drewwomble.com/privatereel2022](http://drewwomble.com/privatereel2022)

## SOFTWARE

- Autodesk Maya & Mudbox
- Golaem Crowd
- Pixologic ZBrush
- Substance Painter & Designer
- Adobe Creative Suite
- Nuke
- Python, MEL, OSL
- Arnold for Maya
- Cinema 4D
- Pixar Renderman
- Blender
- PyCharm
- 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

### RIGGING ARTIST • Zoic Studios • October 2022 - Present

Responsible for helping maintain the rigging pipeline, develop new rigging and pipeline tools, and building/maintaining creature vehicle, prop, and character rigs. Worked on shows including 1923, The Flash, The Witcher, Sweet Tooth, 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

**3D:** Character, Prop, Vehicle Rigging, Programming & Tool Scripting, Environment & Character Modeling, Hair/Cloth/Muscle Simulations, 3D & 2D Tracking, Texturing, Lighting & Rendering, Animation

**Other Skills:** Compositing, Illustration

## EDUCATION

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

**Honors:** Summa Cum Laude



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