



JUAN PABLO NOYOLA

Character Setup Artist

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Education

Animschool

Advanced Rigging Course
Winter 2021

Savannah College of Art and Design Savannah, GA

B.F.A. in Interactive Design and
Game Development
2016-2020

UNIAT University of Advanced Technologies San Luis Potosi, Mexico

3D Design and Digital Animation Diploma
March 2015 - June 2015

Software

- Autodesk Maya
- Python
- Unreal Engine 4
- Shogun Live
- Shogun Post
- Substance Painter
- Photoshop

Languages

- Spanish
- English
- DELF B2 Degree in French

Skills

- Biped rigging in Maya
- Quadruped rigging in Maya
- Facial rigging in Maya
- Automated dynamic setups in Maya
- Skin Weight Painting in Maya
- Scripting Rigging tools for Maya
- 3D retopology
- 3D animation
- 3D modeling

Experience

Freelance CG artist at BRCA Foundation Remote

Nov 2020 - Dec 2020

Phoenix Powers intro animation - Responsible for character rigging and animation.

Rigging Artist, Stardune Studios Remote

Fall 2020 - Present

Created a basic rigging library for automating rigging tasks. Helped create animation Blueprint in UE4 for unreleased game main character. Responsible for rigging Npc characters for unreleased game.

Rigging Lead "Faith" videogame Savannah, GA

Winter 2020 - Spring 2020

Responsible for rigging all characters using UE4 A.R.T. v.1, capturing Motion Capture Data in Shogun Live and transferring animations to UE4.

Rigging Artist "Eden" animated short Savannah, GA

Winter 2020 - Spring 2020

Helped rig and skin weight one female character for motion capture to be applied to. Supported team with additional skin weight fixes.

Rigging Artist "Olé" animated short Savannah, GA

Fall 2019 - Winter 2020

Responsible for rigging main character of the short film as well as rigging two mechanical characters antagonists.

SCAD Residence Life and Housing

2017-2018

Resident Assistant

Leadership Position focused in developing a community of 60 first-year students