JUAN PABLO NOYOLA
Character Technical Director

juanpablonoyol@gmail.com

juanpablonoyola.com

236 234 0972

Education

Animschool

Advanced Rigging Course
Winter 2021

Savannah College of Art and Design Savannah, GA

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

UNIAT University of Advanced Technologies San Luis Potosi, Mexico

3D Design and Digital Animation Diploma

Software

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

Languages

- Spanish
- English
- DELF B2 Degree in French

Skills

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

Experience

Intermediate Rigger, Icon Creative Studio Vancouver, British Columbia *Jan 2023 - Present*

Worked on developing character and prop rigs for Star Wars: Young Jedi Adventures

Intermediate Rigger, Icon Creative Studio Vancouver, British Columbia *Feb 2022 - Jan 2023*

Worked on developing character and prop rigs for Disney Firebuds and Disney Junior's Ariel

Junior Rigger, Icon Creative Studio Vancouver, British Columbia *May 2021 - Feb 2022*

Worked on developing character and prop rigs for Disney Firebuds

Freelance CG Artist, BRCA Foundation Remote *Nov 2020 - Dec 2020*

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

Rigging Artist, Stardune Studios Remote *Fall 2020 - Dec 2020*

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 Artist, "Faith" video game 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.