CAROLINA PEREDA

SENIOR RIGGER & TECHNICAL CHARACTER ARTIST

+34 662450448   pcarolina.art@gmail.com   [LinkedIn](#)   [Portfolio](#)   Madrid, 28020

Rigger with 6 years of experience creating optimized rig systems and full character pipelines for multiplatform projects under tight deadlines. Confident in tackling unconventional technical challenges and delivering innovative, practical solutions aligned with design imperatives. My strong technical and artistic expertise, combined with management capabilities, allow me to contribute across all stages of character development in cross-functional teams.

WORK EXPERIENCE

Lead Character Department (2022-2025)

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- *TMNT 2, Heart&Slash 2, ProjectUnknown (2024/2025)(Prototypes)*

Developed an in-engine cross-character custom rig system (body and facial) in Maya for universal animation compatibility. Built and implemented in-engine rigs (IK setups, constraints) using the Animation Rigging Package. Integrated physics and cloth dynamics with Magica Cloth 2. Proposed and implemented technical features for character integration, streamlining workflows and improving production efficiency.

- *Teenage Mutant Ninja Turtles: Mutants Unleashed (2024) (PC & Consoles)*

Developed all character rigs (humanoids and creatures). Established the character pipeline and production schedules. Built custom tools in Maya to facilitate rigging and animation processes. Diagnosed and resolved technical issues during production to ensure stability. Supported modeling and supervised technical needs for design and animation.

Rigger, Character Artist and Animator (2021-2022)

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- *DreamWorks Dragons: Legends of The Nine Realms (2022) (PC & Consoles)*

Led full development of creature characters, including rigging, modeling, and animation. Managed and supervised outsourcing teams, and trained modelers and animators for the team. Created the character pipeline and production plan to expedite workflow and on-time delivery.

3D Generalist (2020-2021)

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- *DreamWorks Spirit Lucky's Big Adventure (2021) (PC & Consoles)*

Performed rigging using the humanIK rig in Maya, as well as modeling and animating characters and creatures for gameplay and cutscenes. Provided support to the environment team.

EDUCATION

Bachelor of Fine Arts in Digipen Institute of Technology (2015-2019)

Development of Leadership Skills - ADEK (2024)

The modern Python 3 Bootcamp - Udemy (2025)

TECHNICAL SKILLS

- **Full character pipeline design**, from concept supervision and modeling to rigging, animation, and engine integration
- **Creation of optimized rig systems** for both body and facial setups (FK/IK), focused on reducing production time and adapting to technical needs
- **Custom rigs built on top of Advanced Skeleton**
- **Control Rig in Unreal Engine**
- **Python 3, MEL, Maya Node Editor & Blueprint Visual Scripting in Unreal Engine**
- **Strong anatomical understanding** supported by experience in character and creature modeling
- **Advanced deformers** (blendshapes, corrective shapes) for real-time engines
- **Development of custom rigging tools and animation-friendly UI elements in Maya**
- **Collaborative workflow experience** using Plastic SCM for version control and Jira/Notion for task and documentation management
- **Asset and rig integration** in game engines, **Unity & Unreal Engine**
- In-engine rigging and IK systems via Unity's **Animation Rigging**
- **Basic physics and cloth simulation** using **Magica Cloth 2** in Unity

LEADERSHIP

- **Character pipeline scheduling and supervision** ensuring production efficiency and on-time delivery
- **Driving innovation and providing unique technical solutions** to development challenges
- **Cross-department coordination,** facilitating communication between artistic and technical teams
- **Direction and supervision of character pipeline outsourcing** ensuring quality, consistency, and integration readiness

SOFT SKILLS

- Proactive and Resourceful
- Troubleshooting and Problem Solving
- Clear and empathetic communicator
- Independent and adaptable
- Resilient under pressure

LANGUAGES

- Spanish (Native)
- English (Fluent)

TOOLS

Maya   Unity   Unreal Engine   Python3   Studio Library

Advanced Skeleton   mGear