



SAURABH KAPOOR

RIGGER & TOOL DEVELOPER

CONTACT

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WORK LINKS

 www.saurabhrightd.com

 www.linkedin.com/in/saurabhrightd

 <https://saurabhrightd.artstation.com>

 www.youtube.com/@Saurabhrightd

LANGUAGE

HINDI ● ● ● ● ●

ENGLISH ● ● ● ● ●

HOBBIES

GAMING **MUSIC**

TRAVEL **CODING**



ABOUT ME

I'm Saurabh Kapoor, an accomplished Rigging Artist known for my expertise in crafting intricate character and facial rigs, combined with innovative tool development to streamline workflows. With a strong foundation in CG, VFX, and Unreal Engine, I bring a deep understanding of rigging technicalities, deformation basics, and animation interactions. My skill set extends to creating compelling facial expressions, capturing lifelike emotions, and consistently pushing the boundaries of character animation to create immersive digital experiences.



EDUCATION

> **TINY TOTS COLLEGE** 2013- 2014
High School (PCM Computers)

> **S.S CHILDREN ACADEMY** 2015- 2016
(PCM Computers)

> **ARENA ANIMATION, MORADABAD** 2016- 2018
AAIP (Arena Animation International program)



EXPERIENCE

> **88 PICTURES** RIGGING ARTIST
NOV 2018 - SEP 2020
Started as Junior Rigging Artist, contributed to "Butterbean Cafe" (Brown Bag Films). Promoted to Character Rigging Artist on "DO RE MI" and Dreamworks' "Tales Of Arcadia." Led rigging for "The VeggieTales Show" as Project Lead.

> **ASSEMBLAGE ENTERTAINMENT** CHARACTER RIGGING ARTIST
OCT 2020- JULY 2021
Worked on Character Body rigs and specialized for facial rigs of different International Projects like 'Gen Locke S2' and other test Projects

> **MPC (TECHNICOLOR)** RIGGING TECHNICAL ARTIST
JULY 2021- APR 2022
Specialized in character body and facial rigging. Created tools for streamlining rigging conversion and integration into the VFX film pipeline. Proficient in optimizing character performance for VFX film projects.

> **XENTRIX (NICKELODEON)** RIGGING TECHNICAL ARTIST
MAY 2022- JAN 2024
Developing automated tools for complex rigging, particularly converting Maya rigs for use in Unreal Engine. Specializing in character and facial rigging, notably for projects like "Kamp Koral", "Monster High" and "Max and The Midnight"

> **GIANT PIXEL** RIGGING TD
FEB 2024 - PRESENT
Developing Rigging Pipeline and supporting in building advance and fast rigging setups to be used in projects. Creating animation pipeline tools to ease out the animation process and QC challenges.



SKILLS

RIGGING	● ● ● ● ●	SKINNING	● ● ● ● ●
PYTHON	● ● ● ● ●	MEL	● ● ● ● ●
UNREAL	● ● ● ● ●	METAHUMAN	● ● ● ● ●
WRAP 3D	● ● ● ● ●	3DS MAX	● ● ● ● ●