



# SAURABH KAPOOR

RIGGER & TOOL DEVELOPER

## CONTACT

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## WORK LINKS

www.saurabhrigtd.com

www.linkedin.com/in/saurabhrigtd

https://saurabhrigtd.artstation.com

www.youtube.com/@Saurabhrigtd

## 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- Present  
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" and "Monster High."

## SKILLS

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