

RESUME

EMILY STEELE

Rigger

Throughout my life I've had the opportunity to work on many projects that have honed my rigging and leadership skills and paved the path towards my successful career as a professional 3D Artist. Ultimately, I hope to leave my stylistic mark on the industry and achieve the respect of my artistic colleagues. Check out my CV and contact me to start working with an experienced rigger today.



RIGGER - Netflix
April 2022-Present

At Netflix I have had the opportunity to work on both facial and body rigging. Jumping into the technical side more and sharpening my coding skills, along with helping running meetings and exploring new possibilities with rigs.



RIGGER - Cinesite
November 2020 - April 2022

I joined the Cinesite facial rigging team, where I had the opportunity to work on feature animated films. This experience allowed me to expand my skill set and truly push my rigs to their limits.



RIGGER - MR.X
October 2019 - November 2020

After joining Mr. X as a rigger, I quickly took on additional responsibilities in organizing the rigging team. In addition to my daily rigging tasks, I participated in meetings and helped keep the team aligned on their projects, especially since we don't have an official lead. I collaborated closely with our coordinator to ensure production was informed about our progress and the status of assignments.



CFX ARTIST - MILLFILM
February 2019 - October 2019

Here I worked in tech animation doing CFX work, shot sculpting, technical fixes, and fixing anything that was messed up in a shot by the time it got to our department. From cloth sims, to muscle sculpts, to CFX rigs -- I did a bit of everything.



CEO AND OWNER
OF CHROMA AR
January 2019-August 2018

In this role, I helped develop a company specializing in Augmented Reality, aimed at teaching kids to read and creating a learning environment that merges technology with education. I oversaw the creative development of the company, from setting up social media pages to hiring developers and interns. Collaborating closely with investors and business partners, I ensured we stayed true to our core values while navigating towards a profitable market.



RIGGER - EPOCH GAMES
September 2018 - November 2018

In this role, I worked as a character rigger, focusing on video game characters—primarily fighter-style models. I utilized Maya for rigging and then exported the characters for integration into Unreal Engine.



COLLABORATIONS
Google

I collaborated with Google to research and develop a concept for an AR application aimed at fostering community, authentic relationships, and self-expression.



EDUCATION
Bachelor of Fine Arts in
Animation with a minor in
Photography.

I graduated in 2018 with honors from the Savannah College of Art and Design.



REFERENCES
Available upon request

I'd be more than happy to connect you with references from industry professionals. Just let me know!