ISABEL MARTINEZ PASTOR

CHARACTER TD/RIGGER

PERSONAL PROFILE:

I am an organized individual with a practical approach to problem-solving and a drive to see things through. I enjoy working as part of a team and I am always looking forward to keep learning and improving myself. I am a deeply versatile and flexible person willing to learn new things and always open to take constructive criticism and suggestions.

CONTACT INFORMATION:

isamartinezpastor@gmail.com www.isamartinezpastor.com

SKILLS:

- Autodesk Maya
- Python scripting
- Knowledge of anatomy for bipeds and quadrupeds
- Basic knowledge of muscles
- Strong problem-solving skills
- Able to quickly adapt to new situations
- Capable of managing my own time and prioritise tasks
- Experience with Ftrack and Shotgun
- Rigging with mgear

EDUCATIONAL HISTORY:

ADVANCED FACIAL RIGGING COURSE AnimSchool

2020 With tutor Eyad Hussein

ADVANCED CHARACTER RIGGING COURSE Animum School

2018 - 2019

CREATION AND ANIMATION OF CHARACTERS
COURSE

Text&Line School

2015 - 2016

POSTGRADUATE DEGREE IN POSTPRODUCTION Escuela TAI

2014 - 2015

BFA COMMUNICATION UCAM (Spain)

2009 - 2013

WORK EXPERIENCE:

DIGITAL ARTIST/RIGGING Animal Logic | 2021-Present

- Rigging props and characters
- Helping organize and document the rigging system

CHARACTER TD Genies Inc. | 2020-2021

- Rigging characters
- Developing tools to help animation and to improve the rigging pipeline

RIGGING TD Jellyfish Pictures | 2019-2020

- Rigging characters and props
- Fixing issues with previous rigs

RIGGING ARTIST Wise Blue Studios | 2018-2019

- Rigging characters and props
- Adapting the rigs to be implemented in Unity
- Communicating with the animation team to troubleshoot and fix rig issues

3D RIGGER Squint Opera | 2018

- Collaborating with modeling to create a model that met the technical needs for the project
- Working closely with animation to design motion controls

3D GENERALIST/TD Doodle Productions | 2017 - 2018

- Rigging characters and props
- Working with the animation supervisor to make rigs that met the needs of the production