

ROBBIE BERESFORD

Rigging Artist

BIOGRAPHY

With a focus in Rigging, I like the technical challenge that it provides. I enjoy the process of finding the most efficient and cleanest solution for animators and for the pipeline. Specially, I like to focus on Facial Rigging. I am always trying to involve new techniques into my workflow. I can quickly adapt and willing to approach any challenge that comes my way. With broad skills and knowledge of the industry, I have a great understanding on what it takes to make something look amazing.

SKILLS

- Rigging
- Modelling
- Lighting
- Compositing
- Editing
- Animation
- Music Production
- Sound Design

EDUCATION

Master of Animation and Visualisation
UTS Animal Logic Academy
01/2020 - 12/2020

**Advanced Diploma of Screen And Media
(Animation & Visualisation)**
North Metropolitan TAFE
2016 - 2018

Chisholm Catholic College
2012 - 2014

CONTACT

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WORK EXPERIENCE

Junior-Mid Rigging Artist

04/2022 - Current

Fin Design + Effects, Sydney, Australia

- Mainly working on M3GAN (2023). Ticket to Paradise (2022)
- Face rigs, Digidouble rigs, Prop Rigs.
- Tool dev in Python, pymel, Maya API & PyQt5.

Freelance - Generalist

06/2021 - Current

Unannounced Fashion App, Sydney, Australia

• Currently responsible for Modeling, Lookdev, Rigging, and Rendering Characters, Clothing and many Fashion Accessories for Unity & UE4. Beta to release in October (2022)

Rigging Intern

03/2021 - 04/2022

Animal Logic, Sydney, Australia

- Internship at Animal Logic. Promoted to Junior.
- Creating prop rigs and character model updates
- Tool dev in Python, Maya API & PyQt5.

Generalist/Rigger

01/2021 - 03/2021

Virtual Method, Sydney, Australia

• Responsible for Retopologising, Rigging, & Texturing 16 animals assets in 7 weeks.
• Rigs were made in native maya. Python scripts were written on sight to speed up workflows. Rigs ranged from simple Penguins to a complex Birds.

WORK EXPERIENCE CONTINUED

- Animator, Rigger** 02/2018 – 10/2018
Student Project – Roto Fest - Sandbox Productions, Perth, Australia
 - Storyboards, character design, previz, rigger, character animation, and composition for animation short: Snakes In A School.
- Production Manager** 08/2017 – 12/2017
Student Project – Parliament House, Perth, Australia
 - Managed a team of 6 animators on animation short of: The Difference between WA Parliament and Government.
- Animator** 06/2016 – 09/2016
Student Project – AQWA, Perth, Australia
 - Asset animator for: AQWA game

AWARDS/COMPETITIONS

- Best Creative Project – UTS Animal Logic Academy** 30/07/2020
 - Awarded Best Creative for my groups Emerging Visualisation Technology Project, Origin.
 - Panellists included: Alex Weight, Johannes Saam, Elise van den Hoven, Mikaela Jade, Pauline Koh, Aidan Sarsfield.
- UTS Animal Logic Academy Scholarship** 23/12/2019
 - Awarded the UTS Animal Logic Academy Scholarship for 2020
- 1st Place – Tertiary Award Winner - 3 | Thirty Animation Competition - WAnimate**
Production/Artist 17/12/2018
 - Awarded the Tertiary Award for my groups project, The Unreachable Note.
 - Responsible for story, storyboarding, character design, previz, character retopology, 3D character animation, music, sfx/composition.
- 1st Place – 48 Hour WAMBAM 2018 - WAnimate**
Sound designer 22/07/2018
 - Placed 1st in WAMBAM (48 Hour Animation Competition) for my groups project, Caramel Narwhal.
 - Responsible for foley and music. Helped concept story.
- Chisholm Catholic College Academic Scholarship** 21/11/2011
 - Awarded Academic Scholarship throughout high school.

REFERENCES

Enrique Caballero
Global Rigging Supervisor at Animal Logic
Email: enrique.caballero@al.com.au
Phone: 0406 210 153

Alex Weight
Creative Lead, UTS Animal Logic Academy
Email: alex.weight@uts.edu.au
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