

# Yoonseo (Dave) Choi

## Rigger

Technical artist with knowledge in rigging and 3d animation.

### Projects

#### Advanced pipeline Project -Carnegie Mellon University | Pittsburgh,PA:

- Student Project on Creating Short animation
- In charge of rigging all moving assets in the scene (flying Books, and Broom), creating scripts for reloading texture for correcting path, and lighting design.
- Book rig required flippable page with function to mimic flying motion.
- Broom was rigged using nCloth simulation.
- <https://vimeo.com/707961896/cba4e8dc1c> (link for Video)

#### Survival Game Project - Academy of Art University | San Francisco,CA:

- Project with Studio X students on creating short animation "Survival"
- Characters: Spider, Mantis, Cicada, Bird, and a Worm
- Rigger for rigging spider, cicada and worm in the project.
- Spider featured as main Character required complex cartoony creature rig.
- Cicada and Worm are side characters that only appears shortly, not requiring complexity of spider rig, but still need cartoony rig.
- Spider Rig won Spring Award at school
- Rig Collection Video: <https://vimeo.com/707992846/de2adb42fe>

### Technical Skills

- Character Rigging - Bi-pedal, Quadruple, Creature.
- Python Scripting
- Asset Rigging
- Mel Scripting
- key animation

### Software Skills

- Autodesk Maya
- Python
- Mel

### Language Skills

- Korean
- English

### Education

Carnegie Mellon University  
 School of Architecture/Minor in Drama, and 3D animation.  
 • Bachelor of art in architecture, focused on 3D animation since 3rd year in 5 years program.

Pittsburgh, PA

Academy of Art University  
 School of Animation  
 • Master of Arts animation and visual effects.

San Francisco, CA