

Josh Sobel

Technical Artist - Rigging, Python, Simulation

joshsobelrigs.com
(818) 370-7908
joshsobel89@gmail.com

EXPERIENCE

Imaginary Studios — Senior Tech Artist

July 2022 - Present

Created and managed Maya/Python rigging and simulation pipelines, including a system for transferring MetaHuman face rigs onto custom meshes. Used these tools to create various character and cloth rigs.

fRigging Awesome Studios — Owner/Rigging/Pipeline

November 2020 - Present

An online store where I create and sell character rigs, tools, and training videos for animators and riggers. Authored the popular rigs Bonnie, Kayla, The Mecha-Mechs, and more, as well as the tech anim cleanup tool, AnimPolish.

DreamWorks Animation — Character FX Artist

July 2018 - October 2020

Created and ran cloth and hair rigs in Maya and Houdini, and helped manage the cloth and tech anim pipelines.

Psyop, Inc. — Freelance Character TD

Various Contracts, 2016 - 2022

Blue Sky Studios — Character Simulation TD Temp

June 2015 - April 2016

Walt Disney Animation Studios — Character TD Apprentice

September 2013 - October 2014

Reel FX — Rigging Apprentice

June 2013 - September 2013

EDUCATION

Savannah College of Art and Design — Bachelor of Fine Arts

Animation, 2013

PRIMARY SKILLS

Rigging
Python Pipelines
Cloth and Hair Simulation

SECONDARY SKILLS

Modeling
Animation
Video Editing
Graphic Design
Drawing

HIGH LEVEL SOFTWARE KNOWLEDGE

Maya
Qualoth
NG Skin Tools
Photoshop
Premiere

MID/LOW LEVEL SOFTWARE KNOWLEDGE

Unreal Engine
Houdini