

Josh Sobel

Technical Artist - Rigging, Python, Simulation

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

WORK EXPERIENCE

Wildlight Entertainment — Lead Tech Artist

August 2023 - February 2026

As the first dedicated rigger hired, I wrote a data-centric Maya Python rigging pipeline from scratch. I, alongside a team of 3 riggers I helped hire and then directed, created 100+ character and creature assets with the system. I also worked with my techart director to implement the assets in Unreal Engine 5, and set up the majority of the joint-based cloth and hair simulations myself. Shipped the game Highguard.

Imagendary Studios — Senior Tech Artist

July 2022 - May 2023

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

EDUCATION

Savannah College of Art and Design — Bachelor of Fine Arts

Animation, 2013

PRIMARY SKILLS

Rigging
Python Pipelines
Game Engine Asset Setup
Cloth and Hair Simulation
Team Leadership

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