

Josh Sobel

Los Angeles, CA | [LinkedIn](#) | [joshsobelrigs.com](#)

Technical Artist - Rigging, Python, Cloth/Hair Simulation

SKILLS & SPECIALTIES

- *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

PROFESSIONAL EXPERIENCE

Imaginary Studios

July 2022 – May 2023

Senior Technical Artist

Unannounced 3rd Person Shooter (Hyper-Realism Art Style)

- Created and managed Maya/Python rigging pipelines.
- Created a system for transferring MetaHuman face rigs onto custom meshes.
- Authored various character, mechanical, and cloth rigs.
- Ran cloth rigs in shots for a pre-rendered trailer.

fRigging Awesome Studios

November 2020 - Present

Owner/Rigging/Pipeline

- An online store geared towards students and professionals with tight budgets, providing high quality animation assets, tools, and training material.
- Authored the popular rigs Bonnie, Kayla, The Mecha-Mechs, and more, as well as the technical animation cleanup tool, AnimPolish.

DreamWorks Animation

July 2018 - October 2020

Character FX Artist

Trolls World Tour, Boss Baby: Family Business, The Bad Guys

- Created and ran cloth and hair rigs in Maya and Houdini.
- Helped create and manage cloth simulation and technical animation pipelines.

Psyop Inc.

2016 - 2022

Freelance Character TD

Apex Legends Trailer, Clash of Clans Trailer, League of Legends Trailer, Cricket Wireless

- Authored various character, mechanical, and cloth/hair rigs.
- Ran cloth and hair rigs in shots for pre-rendered trailers.
- Wrote various rigging and technical animation tools.

Blue Sky Studios

June 2015 - April 2016

Character Simulation TD (Contract)

Ice Age Collision Course

Walt Disney Animation Studios

September 2013 - October 2014

Character TD Apprentice

Big Hero 6, Feast

EDUCATION

Savannah College of Art and Design

2013

- Bachelor of Fine Arts, Animation