Josh Sobel - Technical Artist

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Senior technical artist specializing in rigging and simulation workflows for AAA games and animation. Experienced in leading teams, building Python-driven automation and pipelines, and shipping production-ready character and creature assets for Maya and Unreal Engine 5.

WORK EXPERIENCE

Wildlight Entertainment (Independent video game studio)   Woodland Hills, CA / Remote
Lead Technical Artist - Rigging   August 2023 - February 2026

- Wrote a data-centric Maya Python rigging pipeline.
- Hired and directed a team of 3 riggers.
- Rigged 100+ game-ready character and creature rig assets between the 4 of us.
- Developed systems for sharing common cloth/hair animation across rigs.
- Implemented skeletal mesh FBX assets in Unreal Engine 5.
- Managed dynamic LODs (level of detail) and decimation for performance optimization.
- Managed retargeting settings for running shared animations across assets.
- Set up almost all joint-based cloth and hair simulation blueprints.
- Communicated with the art, design, and outsourcing teams to ensure rig-friendly models.
- Made modeling adjustments as needed.
- Shipped the game Highguard.

Imagendary Studios (Independent video game studio)   Remote
Senior Technical Artist   July 2022 - May 2023

- Created and managed Maya/Python rigging and simulation pipelines.
- Created a system for transferring Unreal's MetaHuman face rigs onto custom meshes.
- Used these tools to create various character and cloth rigs for the Astropulse: Reincarnation real-time Unreal Engine trailer.

fRigging Awesome Studios (Online store for animation assets, software, training)   Remote
Owner and Operator   November 2020 - Present

- Created the rigs Bonnie, Kayla, Ricardo, Arc the Dragon, The Mecha-Mechs, and more.
- Created the animation tools AnimPolish and StickyMod.
- Created video training series' for rigging and cloth simulation.

DreamWorks Animation (Feature animation studio)   Glendale, CA
Character Effects Artist   July 2018 - October 2020

- Created and ran cloth and hair setups in Maya and Houdini.
- Helped manage the cloth and tech-anim pipelines.
- Worked on Trolls World Tour, Boss Baby: Back In Business, and The Bad Guys.

Psyop, Inc. (Commercial animation studio)   Venice, CA
Freelance Character Technical Director   Various Contracts, 2016 - 2022

- Rigged and ran cloth and hair simulations across various commercial projects.

Blue Sky Studios (Feature animation studio)   Greenwich, CT
Character Simulation Technical Director - Temp   June 2015 - April 2016

- Ran cloth and hair simulations in shots for Ice Age 5.

Walt Disney Animation Studios (Feature animation studio)   Burbank, CA
Character Technical Director Apprentice   September 2013 - October 2014

- Ran cloth and hair simulations in shots on Feast and Big Hero 6.
- Completed rigging training.

EDUCATION

Savannah College of Art and Design   Savannah, GA
Bachelor of Fine Arts, Animation   2013

EXPERTISE

Technical Skills: Rigging, Python automation, pipeline development, game engine asset setup, cloth and hair simulation, shot finaling, team leadership.
Software Knowledge: Maya, Unreal Engine 5, Perforce Version Control, Python, NG Skin Tools, Qualoth, Photoshop, Premiere.

PROJECTS

Video Games: Highguard, Astropulse: Reincarnation
Films: The Bad Guys, Boss Baby: Back in Business, Trolls World Tour, Ice Age 5, Big Hero 6, Feast.
Commercials: League of Legends, Apex Legends, Cricket Wireless, Clash of Clans, Monopoly, Aldi.