

Nancy Jaquez Orozco

Rigging Artist

<https://www.nancyjaquez-art.com>

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832-353-8438

QUALIFICATIONS

3 years of experience working in the animation industry from shorts to feature films as a Rigging Artist. Skilled in face and body rigging with strong facial modeling skills (blendshapes/correctives), and fluent in MEL and Python. SCAD Graduate with a BFA in Animation and a Minor in Character Technical Animation.

SOFTWARE

Maya (High) /Python (Mid-level)/MEL (Mid) /ZBrush (Beginner)

EDUCATION

Savannah College of Art and Design (Savannah, GA)
Bachelor of Fine Arts – Animation

June 2017

Minor in Character Technical Animation

- Life Drawing, Painting, 3D Animation, 2D Animation, Technical Animation, 3D Modeling, Storyboarding.

WORK EXPERIENCE

Facial Rigger

March 2018 - Present

Cinesite Studios - Montreal, Canada

Experience in building cartoon based rigs using and writing MEL/Python scripts along with tools and modular builder. Solid understanding of the production process and pipelines of CG animation. Experienced in solving technical and artistic problems from animation, within rigging or other departments.

Credited Films: Blazing Samurai (2021), Extinct (2020), The Addams Family (2019), Riverdance(TBA)

Character Artist/TD

June 2017 - March 2018

Moondog Animation Studios - South Carolina, Georgia

Projects: Roboats (Pilot), Sprint (Animated Short) , ReRun (Animated Short), Seacoast Unfolding Short

Character Artist

June 2017 - March 2018

Long Winter Studios

Assisted rigging full biped and quad rigs while supervised remotely by Andrew Conrad

REFERENCES UPON REQUEST

