



ELIAS ISSA

RIGGING ARTIST

Contact me

+1(778)723 3820

www.elias3d.com

linkedin.com/in/elias3d

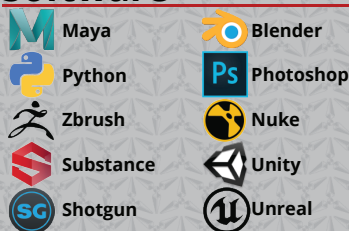
issa.3drigging@gmail.com

Vancouver, BC, Canada

About me

Rigging artist with game development and business background. In rigging I found a passion for problem-solving and technical aspects of animation. Working with various animators and modelers, I developed my skills to allow them to freely express their creative talent without limit.

Software



Professional roles

Scanline VFX

3D Rigger
Mar 2021 - Present

GO! Interactive

Partner, manager, animator, and rigging artist.
Jun 2017 - Aug 2020

Pontifical Catholic University of Minas Gerais - PUC Minas
Modeling and animation academic assistant
Feb 2016 - Jun 2016

Education

Vancouver Film School,
3D Animation and VFX Diploma
Aug 2019 - Oct 2020

Pontifical Catholic University of Minas Gerais - PUC Minas
Graduated in Technology in Digital Games
Feb 2015 - Jan 2018

Dom Helder Camara Law School
Bachelor in Brazilian law
Aug 2007 - Aug 2013

SEBRAE - PL
Technical school for management training
Jan 2004 - Dec 2006

Awards

Afloat

Unity Awards 2020
Best student projec
Vancouver Film School
Best Final project

Grimoire

"Brazilian Symposium of Games" 2017.
Honorable Mention - Best Game by Students
"Entertainment Games and Animation Week" - PUC Minas in 2017 (biannual event)
Best Game Design (twice)
Best Animation

Experience

Scanline VFX

As a Rigger at Scanline VFX I develop rigs for humans, vehicles and props, scripting Python codes to automatically build it, making easier to edit, correct or update the the model, wight paint or the rig system.

Some of the shows that I worked on are:

- The Batman
- The Flash
- Stranger Things season 4
- Others to be announced.

GO! Interactive

During my experience at GO! Interactive I had the opportunity to work as manager, animator, and rigging artist.

- ◆ As a manager, I had to deal with clients, sign and write contracts, manage a team of 8 people, and supervise the work of freelancers.
- ◆ As an animator, I used to animate the main characters when needed.
- ◆ As a rigger, I created rigs for the main and complex characters of the games.

Addle Earth

- Rigs: Che, Moses, Kit, and Jed-I
- On this project, I worked as a manager, rigging artist (for the main characters), and animator (for Che and Jed-I).
- I managed the production of the character according to client guidelines

Brainy Mouse

- Rig: Super Mouse
- On this project, I worked as a manager, rigging artist, animator, modeler (for the skins), and UI artist (for the in-game store).
- I managed the game project and its updates according to the client's guidelines.

Vancouver Film School Projects

Personal Projects

- ◆ Spider Gwen
- ◆ Doug Jones
- ◆ Mechanical Spider

Careful What You Fish For

- ◆ Reverse Mermaid

Afloat

- ◆ Marine Animals

Python Tools

- ◆ Eyelid Rigging Tool
 - To automate the rigging process of Doug Jones project's eyelids, I have created a tool that generates joints to slide on a surface according to preset locators
- ◆ Multi Constraint Tool
 - This tool allows the user creates more than one constraint for a single target at once.

Academic Games

In my career, I've studied for three years all the game industry pipeline and decided to specialize in rigging, studying it for one more year. During this time I've produced four games, highlighting Afloat and Grimoire because of the awards.

- ◆ **Afloat**
Vancouver Film School
 - Rigging
- ◆ **Grimoire**
PUC - Minas
 - Modeling, Rigging, Animation, Project Manager