

# YUKTI GUPTA

## Technical Animator/Rigger

Pittsburgh, PA

Portfolio: <https://yuktigupte.wixsite.com/website/demo-reel>

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### SKILLS:

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- **Tools:** Maya, Unity, Unreal Engine, Blender, ZBrush
- **Languages:** Python
- **Project Management Tool:** Prism Pipeline, GitHub

### EXPERIENCE:

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#### Character Technical Artist – Atonal Seven

- **Unannounced Survival RPG:** Jul 2023 - Present
  - Rigging, skinning, and gameplay animation of game-ready character assets for third person camera in Unity

#### Character Rigging and Animation Intern – Sixth Sense Productions

- **3D Animated Short Film:** Jul 2023 - Present
  - Created 3 reusable character rigs and worked on animation for a short film made in Blender
  - Worked with Prism Pipeline and GitHub as part of source control for the animation pipeline.
  - Created face rigging pipeline for 7 background characters, saving time on animation
  - Showcased strong ability to adapt by learning and implementing new source content creation tools

#### Character Technical Artist – Graduate Program Project for EA as client

- **“Tabula Rasa”:** Jan 2023 - May 2023
  - EA asked us to show a creative approach on character customization that does not rely on gender binary
  - Rigging and decision making on technical aspects of animation and clothing assets being shared across 3 body types
  - Designed and tested morph-target based character customization asset pipeline in Unreal Engine 5.1, and
  - collaborated with 5 animators, tech artists and engineers
  - Utilized effective communication skills to mediate between the client, tech team and artists

#### Character Rigger – Graduate Program Animation Project

- **“The Art of Weightlessness”:** Jun - Aug 2022
  - Developed character rigs for a short film made in Maya.

#### Character Rigger, 3D Art and Direction – Graduate Program Game Projects

- **“Project Ecotopia”:** Jan - Dec 2022
  - Used Python to develop tools for Maya to create FK and IK controls for 3 character rigs for Unity.
  - Sculpting, rigging and animation of stylized characters and props in Maya
  - Led a team of 4 artists to develop style guides and mood boards for world-building and animation.
  - Won 2nd Place at IEEE GameSIG 2023
- **“Project Unmute”:** Jan- May 2022
  - Sculpting, rigging, and gameplay animation of game-ready character assets for Unity

### CERTIFICATIONS:

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- **RiggingDojo:** Face Rigging 101: November 2023

### EDUCATION:

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#### Master of Entertainment Technology

Carnegie Mellon University – Pittsburgh, PA

*Recipient of Electronic Arts - ETC Fellowship 2022-23*

Aug 2021 - May 2023

#### Animation Diversity Foundation Mentee - 2023 Cohort

Pittsburgh, PA

#### Bachelor of Technology (Metallurgical and Materials Engineering)

National Institute of Technology Karnataka (NITK) – Surathkal, Karnataka

Jun 2020