

Roman Karoly

3D Rigger

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PROFILE

Proficient in rigging and character technical direction in animation, games, and VX pipelines. Developed skills in modeling and look development. Knowledgeable in 3D animation, lighting, UV mapping, and rendering.

EXPERIENCE

VFS Student Tools — Tool Designer Sept 2025 - Present

- ◆ Responsible for creating tools used by students at Vancouver Film School
- ◆ Tools created with Python for Maya
- ◆ Tools include motion capture animation modifiers, controller modifiers, auto riggers
- ◆ Assisting with creating rigging course content in the VFS Game Design curriculum

Rage Quit — Character Technical Artist Apr 2025 - Aug 2025

- ◆ Responsible for modeling, texturing, rigging, and animating all characters in game
- ◆ Created highly optimized rigs using matrix math in Maya that are compatible with UE5
- ◆ Worked with game designers to ensure animations delivered impactful moments

Vancouver Film School — College Dipl. in Game Design Aug 2024 - Aug 2025

- ◆ Studied designing and building games in Unreal Engine 5 and Unity
- ◆ Specialized in creating optimized game-ready assets
- ◆ Worked in a 6-person team as a character technical artist to create “Rage Quit”

Goro Goro — Technical Artist Apr 2022 - Jun 2023

- ◆ Rigged the giant dad character’s lower body & various other props
- ◆ Lit various night & day scenes
- ◆ Used Shotgun/ Shotgun to coordinate and review dailies

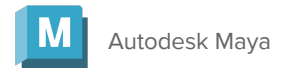
House of Parliament — Rigger Aug 2022 - Sept 2022

- ◆ Rigged creatures and props used in the Taylor Swift music videos “Lavender Haze” & “Bejeweled”
- ◆ Created fish rigs with a hybrid of automated animation settings (wavelength, wave form, speed, timing) and full control
- ◆ Created auto-rigging tool for diamonds floating in space

Savannah College of Art & Design — BFA In Animation Sept 2019 - Jun 2023

- ◆ Studied many aspects of 3D animation such as rigging, modeling, lighting, texturing, and animation
- ◆ Specialized in studying character rigging
- ◆ Worked on various student short films as a rigging artist
- ◆ Spent time as a member/ club officer of the rigging club on campus
- ◆ Worked in a 10-person team as a technical artist to create “Goro Goro”
- ◆ GPA: 4.0

SOFTWARE



Autodesk Maya



Unreal Engine 5



Python



Zbrush



Substance Painter



Shotgrid

SKILLS

Character Rigging

Facial Rigging

Python Scripting

3D Animation

Retopology

Sculpting

ACTIVITIES

Former member of the Vancouver Adult Recreational Co-Ed Hockey League (ARCHL)
(Team: Killer Bunnies)

Former member of Polar Ice Adult Hockey League

Member of Professional Disc Golf Association (PDGA)

Former president of SCAD Rigging Club