

Roman Karoly

3D Rigger

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PROFILE

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

EXPERIENCE

VFS Student Tools — *Tool Designer*

September 2025 - Present

Responsible for creating tools used by students in the VFS Game Design curriculum. Working closely with professors and students to meet the needs of development. Tools include motion capture animation modifiers, controller modifiers, and auto-riggers. Also assisting with creating course content for rigging.

Rage Quit — *Character Technical Artist*

April 2025 - August 2025

Responsible for modeling, texturing, rigging, and animating all characters to be used in-game. Used an entirely matrix math based approach for rigging highly optimized assets that were compatible with Unreal Engine. Worked closely with game designers to ensure animations delivered impactful moments in gameplay.

House of Parliament — *Rigger*

August 2022 - September 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.

Goro Goro — *Rigger*

April 2022 - June 2023

Rigged the giant dad character’s lower body & various other props used in the short. Used Shotgrid to go over dailies with a 10 person team.

EDUCATION

Vancouver Film School — *College Diploma in Game Design*

August 2024 - August 2025

Studies based around designing and building games in Unreal Engine 5 and Unity. Worked in a 6-person team as a character technical artist to create the game “Rage Quit”. Much time was spent learning how to create game-ready optimized assets.

Savannah College of Art & Design — *BFA In Animation*

September 2019 - June 2023

Studies based around technical aspects of animation such as modeling, rigging, and lighting, with a main focus on character rigging. Spent time as a member/ club officer of the rigging club on campus and helped with various student projects. Worked in a 10-person team as a technical artist to create the short “Goro Goro”. **GPA 4.0**

SKILLS

Character Rigging
Facial Rigging
Python Scripting
3D Animation
Retopology
Sculpting

SOFTWARE

Autodesk Maya
Unreal Engine
Python
Zbrush
Substance Painter
Shotgrid

ACTIVITIES

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

Former member of Polar Ice
Adult Hockey League

Member of Professional Disc
Golf Association (PDGA)

Former president of SCAD
Rigging Club