Ernesto Sanz Martinez

3D artist · Character Rigger

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EDUCATION

Savannah College of Art and Design
Master of Arts & Bachelor of Fine Arts in 3D Animation focusing on technical art
Artist-Athlete SCAD Men's Tennis Team
Bilingual in Spanish and English

EXPERIENCE

Technical Animator at Epic Games
May 2025 to Present - Remote
Previously: Technical Character Animation Intern January 2025 to May 2025
- Collaborated in the rigging process by building skeletons and skinning a wide range of stylized characters for the upcoming Disney Universe games and entertainment projects.
- Helped develop internal tools using Python for Maya to streamline the character team's workflow.
- Developed procedural, art-directed secondary animation for characters in Unreal Engine.

Character Rigging Intern at Sony Pictures Imageworks
July 2023 to Aug 2023 - Vancouver, BC, Canada
- Collaborated with a team of 7 artists to create and refine character rigging setups for Amazon Prime's film Red One.
- Assisted in the rigging process, ensuring realistic deformation of Santa Claus's reindeer and creating his human digital double.
- Participated in creating a harness rig for the animation team to previsualize the simulation work of the cloth department, facilitating the presentation of work to the director and CG supervisors.

On-air graphics 3D Lead at SCADpro for World Wrestling Entertainment (WWE)
September 2023 to November 2023 - Atlanta, GA, USA
- Led a team of eight 3D artists to create a 20-second ad rebranding the Royal Rumble event.
- Delivered a clear, cohesive presentation to WWE and SCADpro, showcasing the team's narrative and design strategies.
- Managed client meetings with WWE, sharing project updates, and gathering feedback.
- Organized weekly check-ins to ensure smooth collaboration between 2D and 3D artists.

3D artist at Hollywood Animation Academy
June 2024 to January 2025 - Kansas City, MO, USA
- Collaborated with the school to develop and refine game-ready rigs in Maya and textured assets in Substance Painter.
- Provided students with high-quality production assets to support their coursework and improve their learning experience.

Python tool developer
Sep 2023 to January 2025 - Personal project
- Wrote a class-based Maya-embedded rigging tool to speed up the production of feature-level character rigs using Python for Autodesk Maya. The tool includes several sections such as bipedal, quadrupedal, and facial rigging.
- Tool documentation

TEACHING EXPERIENCE

Guest artist at California State University Summer Arts Animation Production Studio
July 8, 2024 to July 21, 2024 - Fresno, CA, USA
- Supervised the production of 3D environments, character models, and rigs utilizing Autodesk Maya for several short films for the Animation Production Studio Summer Arts program.

Lecturer for ACM SIGGRAPH student chapter at SCAD
May 4, 2024 - Atlanta, GA, USA
- Presented an introductory lecture on prop rigging in Autodesk Maya, offering artists a comprehensive grasp of the responsibilities of character riggers in production and its relations with the modeling and animation departments.

SKILLS

Software: Autodesk Maya, ZBrush, Python, Qt, Adobe Suite(Photoshop and Substance Painter), Unreal Engine, GitHub, Perforce.
Technical: Character and prop rigging, organic modeling and sculpting, tool scripting, cloth simulation, and character animation.