

Ernesto Sanz Martinez

3D Character Rigging Artist

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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

Character Rigging Intern at Sony Pictures Imageworks

Vancouver, BC, Canada - July 2023 to Aug 2023

- Collaborated with a team of 7 artists to create and refine character rigging setups for Amazon Prime's upcoming film Red One.
- Assisted in the rigging process ensuring realistic deformation of Santa Claus' reindeer and created a 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.

3D Lead at SCADpro for World Wrestling Entertainment (WWE)

Atlanta, GA, USA - Sep 2023 to Nov 2023

- Led a team of 8 skilled 3D artists in developing on-air graphics for WWE's second-largest event, Royal Rumble.
- Orchestrated seamless collaboration with 2D and 3D artists to produce a compelling 20-second advertisement.
- Demonstrated mastery of design and technical skills by leading the creation of 3D assets tailored to WWE's standards.
- Presented the compelling final ad, along with 4 teammates, to WWE and SCADpro, focusing on a story-driven experience.

Character Rigger at Hollywood Animation Academy

Kansas City, MO, USA - June 2024 to Present

- Collaborated with the school to create and modify game-ready rigs in Maya for students to utilize during their courses and enhance their learning experience.

Freelance Python tool developer

Remote - Sep 2023 to Present

- Wrote a class-based Maya-embedded rigging tool to speed up the production of feature-level bipedal and facial character rigs using Python for Autodesk Maya. Currently developing quadrupedal and wing modules for the upcoming tool release.
- [Tool documentation](#)

Technical Director and Character Rigger of El Patrimonio de Xiuhtcoatl at SCAD

Atlanta, GA, USA - Sep 2023 to June 2024

- Crafted facial rigs for dialogue and body rigs that addressed deformation challenges at extreme callisthenic poses.
- Responsible for overseeing asset and character modeling providing detailed drawover guidance and technical advice for seamless pipeline integration during production.

TEACHING EXPERIENCE

Guest artist at CSU Summer of Art Animation Production Studio

California State University Fresno, CA, USA - July 2024

- Supervised the production of 3D environments, character models, and rigs utilizing Autodesk Maya for several short films for the Animation Production Studio Summer of Arts course.

Lecturer for ACM SIGGRAPH student chapter at SCAD

Atlanta, GA, USA - May 2024

- 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.

Certified Tennis Coach at Professional Tennis Registry

Spain and USA - May 2018 to Present

- Fostered a dynamic and fun learning environment to instruct players of all skill levels in tennis technique, strategy, and competitive play.

SKILLS

Software: Autodesk Maya, ZBrush, Python, Adobe Suite (Photoshop, Illustrator, Substance Painter), and Linux.

Technical: Character rigging, prop rigging, organic modeling and sculpting, tool scripting, cloth simulation, and character animation.

Soft: Leadership, collaboration, organizational skills, critical thinking, education, and communication.