

Federico Lamartina – Rigger & Animator

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Profile

I am a Rigger and Animator with strong experience and a proven track-record in videogame development from small-medium sized titles to larger AAA productions.

I've worked on games at all stages, from concept and prototyping to full production, on mobile platforms and console, covering several different roles, from Modeler, Animator, Rigger and Scripter. I have developed assets for different game engines, taking into account the requirements of different pipelines and devices.

I have solid experience in the full art stack, going from idea and concept to the full asset, modeled, rigged and animated. I'm extremely experienced in character development, design and asset creation.

I have experience working on teams of all sizes, from bigger teams of 60+ people to smaller projects of 15 or less.

Relevant Work Experience

• January 2017 – Present – Character Rigger– *TT Fusion, UK*

I am currently the main rigger at TT Fusion, the AAA videogame studio that develops the Lego videogames. I worked on *The LEGO Ninjago Movie Videogame* and *LEGO The Incredibles*. Due to the complex and vast nature of the Lego titles, I am responsible for the building of an immense variety of rigs for creatures, weapons and vehicles of any shape and size, from fantasy animals with 6+ limbs to giant mechas and tanks with lots of interconnected small parts, limbs and guns.

- Responsible for developing rigs of the highest quality for multiple projects on several platforms, working closely with the animation department to delineate effective processes and define the entire pipeline.
- Creation of scripts in Python to aid the rigging development and other departments in managing complex batch procedures or to solve problems that may arise during production.
- Establishment of a solid naming convention to implement across the whole rigging pipeline, in order to maintain consistency across multiple projects and to facilitate the creation of scripts.

• January 2014 – December 2016 – Digital Artist– *Capricorn Digital, UK*

I worked for Capricorn Digital, a game studio that focuses on mobile gambling games. I was responsible for all of the visual content of a sheer variety of projects, each with its own unique style, mechanics and characters.

- Crafted a vast number of high-end 3D assets, often from the concept stage, including characters, symbols and environments using a variety of software including Mudbox, Maya and Photoshop.
- Animation, Rigging and VFX creation for each asset in Maya and After Effects, using a large variety of techniques to provide the most appealing experience to the player.
- Responsible for the design of the whole UI of each project, taking into account the measurements and technical requirements for both Web and Mobile platforms.

- **December 2014 – October 2015 – 3D Artist– Project M, UK**

I worked independently as a contractor with the London based game studio Project M on multiple occasions throughout 2014 and 2015 on their mobile game *Mine That Gold*. My role covered mainly rigging and modeling of 3D characters, buildings and assets.

- **May 2014 - August 2014 – 3D Artist– Mediatonic, UK**

I created several models and character rigs for the game *Quiz Island*, developed with Unity for mobile platforms. The role involved modeling, rigging and animating an incredibly vast amount of fantasy creatures and animals, and a large variety of props and buildings. Great efforts were put into creating rigs that were easy to animate and that could also implement engine-friendly dynamics, like jiggling muscles and other complex deformers.

All the models and rigs were developed using Maya.

- **October 2011 to January 2017**

I have worked independently as a motion graphics and graphic designer for other non-videogame related studios and clients. I have also worked with independent studio *Himeki Games* in the creation of the shooter game *An Oath to the Stars*.

Skills

- Character Design
- Video Editing
- Drawing
- Illustration
- 3D Modeling
- Digital Painting
- Character Animation
- Compositing
- Python Scripting
- 2D/3D Rigging
- Motion Graphics

Software Used

- After Effects
- Premiere
- Maya
- Flash
- Unity3D
- Illustrator
- Cinema 4D
- Final Cut Pro
- Illustrator
- Nuke X
- Photoshop
- InDesign

Education

- **September 2013** **MSc in Digital Visual Effects - First class Honours**
University of Kent – *Canterbury, UK*
Lecturer: Dr. David Byers Brown
- **July 2012** **BA in Audio/Video e Multimedia - 110/110 cum laude**
Accademia di Belle Arti di Palermo (Academy of Fine Arts) – *Palermo, Italy*
- **2010-2011** **LLP Erasmus Program**
Universidad Politécnic de Valencia – *Valencia, Spain*