

Daniel V. Rico
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WORK EXPERIENCE:

AGBO

September 2024 – November 2024

Rigging Artist

- Make adjustments to rigs for the launch date trailer of “The First Berserker: Khazan”
- Make minor prop rigs “The First Berserker: Khazan”
- Import rigs into unreal engine and assign proper materials “The First Berserker: Khazan”
- Mild dynamic simulations “The First Berserker: Khazan”

A52

January 2024 – February 2024

March 2024, May 2024, June 2024

Freelance Rigger

- Create various rigs for a NDA projects

Gears For Breakfast

August 2019 – Present

Freelance Character Rigger

- Create various rigs for a NDA project

Nickelodeon Animation

April 2022 – May 2023

Lead Character TD

- Review and oversee the development of character and prop rigs for the show “Max and the Midnightz”

CoSA VFX

March 2019 – Mar 2022

Character Rigger

- Create and refine various rigs for usage in “Swamp Thing”
- Create various matchmove rigs for various shows.
- Create the new wing rigs on the show “Lucifer” for seasons 5 and 6
- Create the alien rig for “Resident Alien”
- Create vehicle and prop rigs for various shows
- Create facial rigs for various shows
- Research using muscle sims in the pipeline

HALON Entertainment

September 2018 – January 2019

Character Rigger

- Create and refine a character rig for a VR project
- Conduct RnD for facial capture animation to be used in vr animation

Electric Theatre Collective

July 2018 – August 2018

Character Rigger

- Assist in the refinement and repair of existing characters on the commercial short “Great Western Adventure - ‘Five & The Missing Jewels””

- Create prop rigs for the commercial short “Great Western Adventure - ‘Five & The Missing Jewels’”

SunnyBoy Entertainment

January 2018 – February 2018

Character Rigger

- Create character rigs for the “Pacific Rim Uprising:Hall of Heroes” project
- Create feature animations for some of the characters in the “Pacific Rim Uprising:Hall of Heroes” project.

SunnyBoy Entertainment

August 2017 – October 2017

Character Rigger

- Create character rigs for the IT: Escape from Pennywise VR experience
- write simple tools for usage in the rendering pipeline.

The Third Floor, Inc

February 2017 - March 2017

Asset Builder

- Create digital set pieces for usage in previs shots on “Godzilla: King of the Monsters”
- Animate characters for specific shots on “Godzilla: King of the Monsters”
- Create rigs for characters on the project “Godzilla: King of the Monsters”

The Third Floor, Inc

June 2016 - August 2016

Character Rigger/TD

- Modify and troubleshoot an in house auto character rigger
- Create and organize the rigs for several characters
- Test and troubleshoot crowd simulations using Golaem
- Animate several idle animations for characters

Mode Select

August 2015 - December 2015

Character Rigger

- Set up several characters, 3 leads and 9 side, for usage in an animated short film
 - This includes facial setup involving corrective shapes and joints
- Set up prop rigs for usage in an animated short film
- organize and update rig files to be more easily accessed while referencing into a scene.
- Cloth simulation for a particular character

NightWheel Pictures

January 2015 - June 2017

Volunteer Lead Character TD

- Fix paint weights on major characters
- Adjust joint connections and placement on various character rigs
- Repair broken components on character rigs
- Add in new control systems onto character rigs for more precise animations
- Upgrade prop rigs to be lighter for animation
- Create proxy geometry for major characters so animators could block out animation more easily
- Adjust existing, and create new, blend/corrective shapes for facial animations
- Build a facial rig for a minor character

EDUCATION:

Academy of Art University San Francisco

June 2012 – December 2014

- Graduated with MFA in 3D Animation & Visual Effects
- Improve skills as a character TD