QUINTIN LACCONA
CHARACTER RIGGER

Rigger/Animator — Nov 2023 – Present
Cast Or Die – Boundless Studios — Remote

- Created and troubleshooted rigs for various fantasy creatures and insectoids in both Maya and 3ds Max, taking feedback from the lead and animator.
- Wrote Python Scripts to automate Limb rigging and quality of life improvements for animating, creating them for universal implimentation on other rig scenes and setups.
- Used Maya's node editor to engineer new rigging solutions by making use of angles, math, and graph theory.
- Combined nhair and planes to design ribbon based rigs that smoothly deform geometry for squash and stretch animation.
- Animated by using the CAT system found in 3ds Max, adapting maxScripts to improve workflow.

Character/Tech Artist — May 2023 – Oct 2023
Punk Fury – Student Project — Vancouver Film School

- Created a Universal Skeleton with Set Driven Keys, constraints, IK/FK Switching, and Secondary Rig capabilities.
- Utilized Blend shapes for Humanoid muscle and body definition as well as for animating Environmental assets.
- Implemented and programed all animations in the Unity Animator using blend masks, layered animation, ordered transition breakers, and attaching parameters for functionality.
- Created and upheld technical documentation as well as debugging solutions and implementation guides.
- Created 20+ tiling textures with Substance Designer, establishing a workflow for easy variation.
- Animated 30+ animations using Maya, involving the use of root motion, episodic animation, and referenced animation clips.

Contact

- +1 (778) 791 9670
- Theminikidlaccona@gmail.com
- artstation.com/quintinlaccona9
- Vancouver, British Columbia

Skills

- Maya
- Python
- Unreal Engine & Blueprinting
- Zbrush
- Unity & C#
- Substance
- 3ds Max

Education

Oct 2022 – Oct 2023

Vancouver Film School
Game Design – Associates Degree

I was a class rep and mentored a newer class through a game jam.

Hobbies

- Big fan and participant in the FGC community
- Practitioner of Martial and Sword Arts.
- Creating UE4 Mods
- Voice Acting