VIOLETA MURILLO OSINGA

JUNIOR RIGGER & TECHNICAL ANIMATOR

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ABOUT ME

Junior Rigger and **Technical Animator** with a strong foundation in **Maya**, **Unreal Engine** and **Python** scripting. Experienced in building and skinning **game-ready rigs**, developing **tools**, and optimizing **pipelines**. Comfortable **collaborating** with **multidisciplinary teams**, including designers, animators and programmers, to create **flexible**, **animation-ready** setups. Passionate about crafting **innovative** rigs that elevate character **fidelity** and deepen player immersion.

PROJECTS

MAIN RIGGER & TECHNICAL ANIMATOR
SELENE GAMES   SEPTEMBER 2024 - PRESENT

- **Collaboration** in a **100-people team** in the development of "***Fatal: Unleashed Darkness***", simulating **AAA workflows**.
- **Documented** and standardized a **rigging process** and **naming convention** for game-ready rigs, forming the foundation for a scalable **pipeline,** and accelerating onboarding for new riggers.
- Built **complex rigs** for characters and props by **analyzing** animation needs and **iteratively** refined them based on animator **feedback** and **troubleshooting** sessions.
- Provided **reusable** control **libraries** and **tools**, improving team **efficiency**.
- **Integrated** rigs and animations into Unreal Engine and **built movement systems** within a **Git-based pipeline**.

RIGGER
PARANOIA STUDIOS   JUNE 2024 - SEPTEMBER 2024

- Designed **modular rigs** for characters, **optimized** for animation **retargeting** in Unreal Engine 5.
- Developed **Python tool** for efficient **rig adaptation** and **export** for game engine, **reducing rigging time** by 25%.

JINX RIG
FINAL MASTER'S PROJECT   DECEMBER 2024

- Developed a **complete game-ready rig** (body, facial, hair, clothes and weapons) with realistic **deformations**.
- Enhanced **rig adaptation tool** to support customizable joint hierarchies.
- Implemented **physics systems** for hair simulation and **Animation Blueprints** in **Unreal Engine 5.**

OCASO
FINAL DEGREE PROJECT   FEBRUARY 2024

- Designed and created **first level** for action RPG "*Ocaso*" in **Unreal Engine 5.**
- Programmed **interactions**, **combat, Animation Blueprints,** added **physics** and **cloth simulation** for **6 characters.**
- **Modeled**, **textured**, **rigged** and **animated** over 100 assets and characters.

PINWIN
MIÑIÑOS FOFIÑOS   MAY 2023

- Contributed to **narrative**, **game and level design**.
- Created **modular rigs** for **12 stylized characters in Maya**.
- **Programmed** main mechanics and **resolved** critical **bugs**.

EDUCATION

POSTGRADUATE IN RIGGING AND CHARACTER FX
   UNIVERSITY OF TECHNOLOGY AND DIGITAL ARTS (U-TAD)   OCTOBER 2023 - DECEMBER 2024

DEGREE IN DIGITAL CREATION, ANIMATION & VIDEOGAMES
   UNIVERSITY OF A CORUÑA (UDC)   SEPTEMBER 2020 - FEBRUARY 2024

SKILLS

- **Tools: Maya**, **Unreal Engine 5**, **Source control** (Git, SourceTree), **ShotGrid**, **Trello**, **Notion**, **Python**, **Blueprints**, **C++.**
- **Animation & Rigging:** Advanced **rigging**, **Skinning**, Realistic and stylized **deformations**, **game-ready** rigs, **Animation Blueprint** set-up, **Physics** Simulation, **Cloth** simulation, Pipeline Optimization, Automation, Quality Control.
- **Soft skills: Analytical thinker.** Quick to **research** and develop solutions. Taking on **challenges** and adapting to new technologies. Strong **communicator** across departments. Comfortable with **feedback** and iterations. **Organized** and **self-motivated** under tight production timelines. **Precise** and **detail-driven**. **Reliable** team collaborator.
- **Languages**: **Spanish** (native), **English** (native), **Galician** (proficient in comprehension).

ACHIEVEMENTS

- **FIRST PUBLISHED TITLE ON STEAM.** Contributed to the successful release of *Myrmica* (Paranoia Studios, 2024).
- **AWARD-WINNING GAME.** *PinWin* won "Most Frenetic Action" at LérezUp 2023, hosted by Faneka Gaming.
- **LEADERSHIP:** Elected **Class Representative** for U-TAD postgraduate program (2023–2024).