



## DOMINIC BARRIERE CHARACTER RIGGER

### CONTACT

www.berryairart.com  
barriere.dominic@gmail.com  
(707) 260-5951

Los Angeles

### DIGITAL SKILLS

- Autodesk Maya
- Foundry Nuke
- SideFX, Houdini
- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Adobe InDesign
  
- Exposure to scripting in Python & MEL

(REFERENCES  
AVAILABLE UPON  
REQUEST)

### PROFILE

I'm a recent graduate of Gnomon School of Visual Effects, where I achieved a certificate in Digital Production as a 3D Generalist with a focus on character rigging. I'm looking for a character rigging position where I may grow my skills along a talented team of talented artists.

### SUMMARY OF SKILLS

I primarily have character rigging experience working with Autodesk Maya's joint, constraint, IK, and skinning systems, as well as Maya's nHair dynamics system for a layer of physics on top of a character's controls. When setting up a character's rig I will also often use Maya's expressions and deformers when configuring more specific areas or controls.

### EDUCATION

#### **Gnomon School of Visual Effects**

Hollywood, CA

*Graduation - 06/2022*

Certificate in Digital Production, 3D Generalist

#### **California Lutheran University**

Thousand Oaks, CA

*Graduation - 05/2017*

Bachelor's Degree in Multimedia, emphasis in 3D Animation

### PROFESSIONAL EXPERIENCE

#### **Digital Domain -- Rigging Artist**

*(November 2022 - March 2023)*

Rigged characters & props for PreVis that were intended for use in Unreal Engine, and assisted in rigging characters on the Finals team for use in upcoming films.

#### **Half MT Studios -- Rigging Artist**

*(August 2022)*

Created a character rig for the upcoming short film "Voice in the Hollow".

#### **Freelance 3D Generalist**

*(May 2019 - September 2020)*

Created various pieces of 3D Digital art ranging from small graphics, logos, and animation, a highlight being a large technical animation project involving an energy company.

### INTERESTS

- Character FX (Ziva, Yeti, Houdini's muscle systems)
- Creating character rigs in various other 3D programs (such as Houdini and Unreal)
- Character Animation
- Houdini Particle Systems
  
- Surfing
- Hockey & sports in general
- Narrative/Immersive video Games