DOMINIC BARRIÉRE

CHARACTER RIGGING ARTIST

CONTACT

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

DIGITAL SKILLS

- **Tools & Software:**
  - Autodesk Maya
    - SHAPES
    - SIMPLEX
  - Unreal Engine
    - Metahumans
    - Character Creator 4
    - MeshMorpher
  - XSENS MVN Animate system
  - Python/MEL
    - Personal rigging tools and pipeline automation.
  - Adobe CC
  - Perforce, Plastic SCM.
  - Unity
- **Character Rigging & Technical Art:**
  - Expertise in skin weighting, corrective shapes/joint systems, blendshape workflows, deformation systems
  - Experience creating complex facial animation setups   (utilizing hundreds of blendshapes)
- **Motion Capture Supervision & Operation:**
  - Supervised pro sessions (setup, calibration, QA, data management)
  - Skilled in data cleanup, retargeting, and integration into character/animation pipelines
- **Real-Time Engine Integration:**
  - Adept knowledge in character and asset integration within Unreal Engine.
  - Proficient in Control Rig nodes, real-time animation systems, and skeletal mesh optimization.
- **Technical Leadership & Collaboration:**
  - Proven ability to spearhead technical team, mentor junior artists, and streamline workflows.
  - Strong communicator adept at translating artistic vision into actionable technical solutions.

PROFILE

Experienced Character Rigging Artist specializing in creating robust and versatile character rigs optimized for animation and motion capture. Skilled in operating, integrating, and supervising advanced motion capture systems and seamlessly bridging assets into real-time engines, including Unreal Engine and Unity. Passionate about collaborating with innovative teams dedicated to pushing creative boundaries and elevating the art of digital characters.

SUMMARY OF SKILLS

Expert in character rigging, motion capture supervision, and seamless integration into real-time platforms like Unreal Engine and Unity. Skilled in technical direction, asset optimization, and collaborative workflow enhancements, with a passion for pushing creative and technical boundaries.

PROFESSIONAL EXPERIENCE

EDGLRD -- CHARACTER RIGGING ARTIST / MOTION CAPTURE SUPERVISOR
(MARCH 2023 - JUNE 2025)
Rigged characters, props, set pieces for UE5 & Maya, ran & supervised in-house motion capture shoots using XSENS motion capture software & hardware systems.

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 -- CHARACTER RIGGING ARTIST
(AUGUST 2022, FEBRUARY 2023 - AUGUST 2024)
Created prop/set rigs for UE5 short film "The Voice in the Hollow", and rigged characters for the UE5 series "The Threadlings".

EDUCATION

GNOMON SCHOOL OF VISUAL EFFECTS
Hollywood, CA
Graduated 06/2022
Certificate in Digital Production, 3D Generalist

CALIFORNIA LUTHERAN UNIVERSITY
Thousand Oaks, CA
Graduated 05/2017
Bachelor's Degree in Multimedia, emphasis in 3D Animation

INTERESTS

- Motion Capture
- Character Animation
- Houdini - APEX Rigging
- Houdini - POPs and VEX Simulations
- Surfing
- Immersive Video Games