

Enrique Velasco Mairal

Rigging Supervisor / Character Supervisor

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Open to: Remote, Hybrid or Freelance

VFX Reel: <https://youtu.be/ANS6KbveZ5A>

Cartoon Reel: <https://youtu.be/HTqfSSS4VZw>

Summary

Rigging Supervisor with a strong background in **character and creature rigging for VFX, animation and games**. Skilled in developing efficient workflows, procedural tools, and custom rigging solutions that enhance animation **quality** and **production efficiency**. Experienced at leading teams, mentoring artists, and collaborating with cross-disciplinary departments to refine character deformations and movement. Additionally, involved in education by designing curriculum and guiding university students in rigging and character TD practices.

Experience

Black Shamrock - A Virtuos Studio • Senior Rigging TD Jul 2025 – Present

• *Developed high detail optimized rigging systems for games in DCC and in Game Editor*

La Salle URL • Rigging and Character TD Professor Coordinator Jan 2024 - Present

Minimo VFX

• Rigging Supervisor Jan 2023 – Jun 2025

- *Optimized workflows for consistency across productions*
- *Collaborated with animation and tech teams to refine deformations*
- *Wrote tools to accelerate rigging tasks and minimize human error*

• Junior - Lead Jul 2018 - Dec 2022

- *Integrated new rigging technologies and best practices into the pipeline*
- *Contributed to a custom procedural rigging toolkit for internal use*

Redefine • Rigging Consultant Oct 2021 - Dec 2021

• *Ensured accurate behavior of bird rigs in collaboration with the build team*

Petoons Studio • Rigger Jun 2018 | Oct 2020 - Jan 2021

• *Developed optimized deformation rigs for game engine integration*

Skills / Software

- 3D: Maya · Houdini · Unity · Unreal · Faceform WRAP
- Programming Languages: Python · C# · MEL
- IDEs: PyCharm · VSC · VS · Sublime
- Languages: English · Spanish · Catalan
- Other: Algebra · Object Oriented Programing · Version Control Systems

Education

- **Ramon Llull University**, La Salle URL • 3D Animation and VFX, **BA Degree** 2015-2019