

# Giovanna Coutinho

Austin, TX, 78754

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Reel available upon request

## EXPERIENCE

### Rooster Teeth, Austin/TX — Lead Rigging Artist

April 2018 - PRESENT

Projects: RWBY

- Maintain close relationship with 3D departments to ensure asset quality standards from concept through to post, identifying potential issues and solutions
- Manage artist tasking and responsibilities and review rigged assets
- Troubleshoot pipeline issues that relate to assets
- Assist in development of proprietary Auto Rig and rigging code base
- Maintained some artist responsibilities to help develop new rigging systems

### Rooster Teeth, Austin/TX — Co-Lead Rigging Artist

April 2017 - March 2018

Projects: RWBY, Gen:Lock, RWBY Chibi, Death Battle

- Developed joint-based face rig for Gen:Lock
- Assisted with asset pipeline optimization and troubleshooting
- Maintained many artist responsibilities and helped develop advanced rigs

### Rooster Teeth, Austin/TX — Rigging Artist

February 2016 - April 2017

Projects: RWBY, Gen:Lock, RWBY Chibi, Red vs Blue

- Rigging, skinning and blendshape work on new and existing rigs for a wide variety of asset types
- Developed basic tools to help speed up asset setup process
- Developed “Breeze” setup to simulate secondary animation

## SKILLS

Character/creature/prop/vehicle rigging -

Rigging workflow tools - Python/MEL -

Documentation - Management

## SOFTWARE

Maya - ZBrush - 3DS Max -  
TopoGun - UVLayout - Shotgun

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## EDUCATION

### Savannah College of Art and Design, Savannah/GA— BFA in Animation

September 2012 - November 2015

Honors: *magna cum laude*

## PROJECTS

### Gio's Rigging Corner— Personal Tutorial Channel

Short series of videos covering rigging tricks and tips