

Senior Rigging Artist, Python Pipeline Developer

Vancouver, Canada

Canadian Citizen

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Skills

Software

- Maya, Ftrack, Shotgun, Linux, Photoshop,
- Blender, Unreal Engine, Wrap3D

Programming

- Python, PyMel, MEL, PyQt/PySide, C++/ C

Education

Art Institute of Vancouver

September 2009 – January 2011

- Diploma for Modeling for Animation & Games program
- Digital Imaging, Concept art, Modeling, Rigging, Lighting, Texturing, and Sculpting

Work Experience

Bardel Entertainment – Pipeline Technical Director, Show Rigging

July 10 2024 – April 25 2025

Unreleased Disney Project - Maya tool development

- Assisting rigging department with tool development work and documentation
- Developing and maintaining core pipeline tools as well as researching and developing new tool sets such as USD workflows

2024 Game Jam – Volunteer, Participant

March 06 2023 – July 27 2023

“Bite Da Bullet” - Unreal Engine Asset Work

- Rigging, modeling, and texturing a talking bullet, one of the main characters for the “BiteDaBullet” game
- Collaborated with a team to track files and media assets
- Volunteered as a moderator and as a participant to the GGJV Discord channels, by engaging with other teams to be part of the event

Versatile Media – Senior Rigger

March 06 2023 – July 27 2023

Currently Unreleased Projects

- Computer tool development for auto generating documentation pages
- Mentored Junior rigging artists on working with tools
- Provided direction on Maya Python tool development
- Created and maintained database for creature rigging

Zoic Studios - Rigging Artist

March 01 2021 – March 27 2022

The Flash, Stargirl, Superman and Lois

- Delivered assets for show work by followed the studio guide-lines

Twisted Mountain Animation Inc - Rigging TD, PipelineTD

June 05 2020 – January 08 2021

Various Projects

- Maintained file consistency when delivering rigging assets for projects
- Developed and refactored python modules for rigging optimization

ICON Studios - Rigging TD

August 2018 – August 2019

Super Monsters, T.O.T.S (Episodic TV Shows)

- Creature rigging specialized tasks for the animated TV show work
- Wrote rigging workflow tools to augment the current workflow pipeline

Method Studios - Creature Rigging TD

October 2017 – August 2018

Antman and the Wasp, Christmas Chronicles (Feature Films)

- Working with computer specialized “skinning” workflow to deliver rigging assets to the team
- Created specialized tools to help with my workflows
- Worked with the simulation department to deliver an asset for a film

Artifex Studios - CreatureTD, PipelineTD

July 2016 – July 2017

Zoo, Aftermath, Travellers (Episodic TV Shows)

- Wrote a new pipeline to compliment the entire studio's needs
- Wrote asset management tools for Maya and Nuke
- Wrote tools for rendering submissions for within Maya
- Wrote a Maya shader importer, exporter tools for Vray, Arnold and Mental Ray

Atomic Cartoons - PipelineTD

April 2014 – December 2015

Little Charmers, BeatBugs (Episodic TV Shows)

- Wrote asset version tracking and alembic cache management tools for both Maya and Nuke
- Wrote lighting and rendering setup tool
- Actively wrote Tools R&D and performed testing, maintenance work

Rainmaker Entertainment - CreatureTD

May 2013 – December 2013

Barbie (DVD Franchise)

- Rigged bi-pedal, creatures, props, deformation work and other specialized activities within the computer software

TopixFx - Rigging, MayaTD

October 2012 – March 2013

Telus (Commercial)

- Wrote a Python Maya file IO management tool called “Stager”
- Developed a automatic Python tool for tracking Maya publishes on a Google Spreadsheet, online

Rainmaker Entertainment - Junior CreatureTD

January 10 2011 – March 31 2012

Escape from Planet Earth (Feature Film), Luna (Short)

- Specialized work for delivering assets for animation teams
- Python scripting for augmenting workflows for speeding up production work