SIDDARTH MEHRA
TECHNICAL ARTIST | RIGGING TD

👤 ABOUT ME

With over 6 years of experience as a 3D Rigger and Technical Artist, I specialize in designing efficient rigs and developing custom tools for feature films and animated series. My work spans projects like Doctor Strange, Umbrella Academy, and Saving Bikini Bottom, where I developed advanced character rigs and complex VFX setups. Proficient in Maya, Houdini, and Bifrost, I create optimized solutions that streamline production workflows. I also focus on tool development, building systems like The Skeleton Lab and VN Skin Tools to enhance rigging efficiency. Through tutorials and mentoring, I help fellow artists elevate their workflows.

📞 CONTACT ME

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💼 JOB EXPERIENCE

CHARACTER RIGGER
SPIN VFX
- Led rigging for Saving Bikini Bottom
- Worked on sevral Vfx projects such as Umbrella Academy, Doctor Strange, and The Boys.
- Developed complex character rigs, including SpongeBob's facial rig and Sandy's wing Rig.
- Created procedural rigs and optimized large-scale crowd simulations.
OCT 2021 - AUG 2024
TORONTO, ONTARIO, CANADA

RIGGING ARTIST
MPC (Moving Picture Company)
- Worked on a module for CODEX framework to streamline rigging workflows.
- Created MEL tutorials to mentor junior artists.
MAR 2021 - OCT 2021
BENGALURU, KARNATAKA, INDIA

RIGGING ARTIST
Xentrix Studios
- Led rigging on Big Nate, developing facial rigs and custom tools.t
- Handled character and prop rigging for Rugrats and Kamp Koral.
SEP 2019 - MAR 2021
BENGALURU, KARNATAKA, INDIA

CHARACTER RIGGER & CHARACTER FX
Kleem VFX Studio
- Worked on FX simulations in Houdini and rigging props in Maya.
DEC 2018 - SEP 2019
FARIDABAD, HARYANA, INDIA

💼 SKILLS

- Rigging Software: Maya, Houdini, Bifrost
- Technical Skills: Python, MEL, Procedural Rigging, Tool Development
- Character Rigging: Facial Rigs, Full-Body Rigs, Motion Capture, Prop Rigging
- Tool Development: The Skeleton Lab, VN Skin Tools, Procedural Rigging Tools
- Pipeline Optimization: Crowd Simulation, Workflow Automation
- Mentorship & Tutorials: Industry-level Training, Live Streaming, Technical Tutorials

💼 KEY PROJECTS

Saving Bikini Bottom: The Sandy Cheeks Movie
- Developed SpongeBob's dynamic facial rig and Sandy's wing transformation setup.
- Managed crowd simulations and optimized large scale sequences for animation.

Umbrella Academy 4 :
- Created a procedural tentacle rig with 200+ suction cups in bifrost, significantly increasing fps.

Big Nate:
- Designed a sliding facial rig and developed a custom tool for automating eye rigging across characters.

TOOLS & DEVELOPMENT

THE SKELETON LAB
- Built a modular auto-rigging system in Maya, designed for high performance through a one-directional setup.
- Streamlined rigging workflows across multiple projects for dynamic characters.

VN SKIN TOOLS
- Developed in collaboration with Vishal Nagpal, this tool simplifies skinning by converting deformers into unified skin setups, enhancing workflow efficiency.

TUTORIALS & MENTORSHIP

- Produced industry-level tutorials on procedural rigging in Maya, Houdini, and Bifrost.
- Hosted live-streamed sessions on advanced rigging workflows to mentor and educate fellow rigging artists.

REELS

TOOLS REEL 2024

VFX & CG REEL 2024
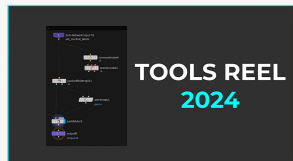
(CLICK ON THE PICTURES TO OPEN REELS) ↑