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# KRISTOFF JOHNSON

## CHARACTER RIGGER / TECHNICAL ARTIST

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### PROFILE

I am a passionate character rigger and technical artist who has successfully managed and rigged multiple characters, creatures, as well as developed and implemented systems for varied projects and studios. I pride myself in attention to detail, providing robust solutions, working well within a collaborative team environment, finding solutions within a defined scope, and delivering assets on time with a high degree of quality.

### SKILLS

Character, creature, facial, and mechanical rigging.  
Deformation and kinematics  
Dynamic solutions and assets.  
Rigging, pipeline, and animation systems.  
Scripting for automation, art, and animation tools.  
Motion capture implementation and direction of actors.

### SOFTWARE

Autodesk Maya, Motion Builder, MEL, Python, PyMEL, Havok Behavior, Morpheme, FaceFX, Unity.

### EXPERIENCE

#### **SENIOR TECHNICAL ARTIST / RIGGING**

##### **BUNGIE**

**BELLEVUE, WA (2017-JAN 2019)**

PROJECTS: "DESTINY 2"

EXPANSIONS: "CURSE OF OSIRIS", "WAR MIND", "FORSAKEN"

PLATFORMS: (XBOX ONE, PLAYSTATION 4, WINDOWS 10)

Character gear / armor skinning, implementation, and validation into engine. Cloth simulation setup. Collaboration with the character art team on gear / armor design, modeling, topology, performance, technical solutions, tools and workflows. Reviewed, critiqued, and coordination of assets from outsourced vendors and partners. Developed workflows and tools to improve overall efficiency of gear / armor creation and implementation. Documentation of tools and workflows. Art tool development, improvement, reviews, and scripting in Python / PyMEL.

#### **SENIOR TECHNICAL ANIMATOR / RIGGING**

##### **ARMATURE STUDIO**

**AUSTIN TX, (2014-2016)**

PROJECTS: "RECORE"

PLATFORMS: (XBOX ONE, WINDOWS 10)

Developed and scripted a production quality automated rigging system in Python including: character setup, animation loading, exporting, batching, retargeting, asset swapping, FKIk, space switching, modular character customization, attachment tools, and art workflows. Rigged all project 'Recore' characters and props. Integrated and maintained all character assets in the Unity game engine. Implemented and managed all assets for the character crafting and customization system. Supported animation, cinematic, design, and engineering teams with assets, tools, and technical solutions.

#### **FREELANCE CHARACTER RIGGER**

##### **SIXENSE VR**

**SAN FRANCISCO, CA (JAN-FEB, 2013)**

PROJECTS: "TUSCANY VR DEMO", "PUPPET IN MOTION"

PLATFORMS: (WINDOWS, OCCULUS RIFT)

Authored unique character rigs for "Tuscany VR" and "Puppet in Motion" demonstrations. Worked with tech art and engineering teams on in engine implementation and problem solving.

##### **CHARACTER RIGGER**

#### **DISNEY / JUNCTION POINT STUDIOS**

**AUSTIN. TX (2011-2013)**

PROJECTS: "EPIC MICKEY 2, THE POWER OF TWO"

PLATFORMS: (WII, XBOX 360, PLAYSTATION 3)

Authored and managed over 150 unique character rigs. Maintained automated rigging system through MEL script. Assisted environment and tech art teams with animated props, collisions, and visual effects assets. Ensured cross platform consistency of characters. Assisted with cinematic asset setup, implementation, and problem solving. Supported animation team with scripted tools, batch exporting, and workflows. Consulted modeling team on issues of character design, topology, and deformation.

**CHARACTER RIGGER**  
**TOTAL IMMERSION / INTIFIC**  
**ALAMEDA, CA (2010-2011)**

PROJECTS: "HAPE SIM", "PTSD SIM", "DARPA DOGS IED SIM"  
PLATFORMS: (WINDOWS)

Developed and scripted automated rigging system, facial setups, and Motion Builder / Maya / Max motion capture pipeline in Python. Authored layered motion capture and control rigs. Directed actors for full body and facial motion capture sessions. Designed and implemented robust layered facial control system. Created and maintained morpheme state machine networks for characters in runtime. Supported technical art and animation teams with tools and solutions related to animation systems. Animated quadruped dog rig and authored animation blending state machine.

**FREELANCE CHARACTER RIGGER**  
**ZOOFX**  
**(JUNE 2010)**

Developed and rigged unique multi-legged characters for David Attenborough's "First Life" in association with Atlantic Productions and ZOOFX London. 2 X One-Hour series for BBC Two; BBC Worldwide and Australian Broadcasting Corporation; Two-Hour special for Discovery Channel.

**INSTRUCTOR - RIGGING**  
**ACADEMY OF ART SAN FRANCISCO**  
**SAN FRANCISCO, CA (2008-2011)**

Instructor for introductory and advanced rigging curriculums targeting undergraduate and graduate animation students. Curriculum focused on production pipelines, Maya asset organization, human or animal anatomy and mechanical structure, advanced deformation techniques, characterization, FK IK systems, facial animation, use of expressions and node structures, scripting for automation and user tools, and the creation and maintenance of robust character / creature rigs and control systems. Managed and critiqued over 40 students per semester.

**CHARACTER TECHNICAL ARTIST**  
**SEGA STUDIOS / SECRET LEVEL**  
**SAN FRANCISCO, CA (2006-2010)**

PROJECTS: "GOLDEN AXE: BEAST RIDER", "IRONMAN", "IRONMAN2"  
PLATFORMS: (XBOX 360, PLAYSTATION 3)

Rigged and maintained over 50 characters and vehicles per project. Rigged facial and full body solutions for motion capture and cinematic assets. Maintained automated rigging system in MEL. Authored destructible assets, collisions, rag-dolls, and interactive menus. Authored Havok behavior state machine networks for runtime characters and assets. Developed FaceFX animation pipeline with multi-language localization. Supported animation, design, and engineering teams with problem solving, robust solutions, and scripted tools.

**EDUCATION**  
**ACADEMY OF ART SAN FRANCISCO — BFA, 2006**  
**SEATTLE ART INSTITUTE - AAA, 2000**