

# KAI YIU SHUM

## 3D RIGGER

### CONTACT

 [www.skykaiyu.com](http://www.skykaiyu.com)  
 skykaiyu@gmail.com  
 437-661-5866  
 Markham, ON, Canada

### SKILLS

Character Rigging  
Python, Procedural Rigging  
Unity, C#

### EDUCATION

**Ontario College Graduate Certificate**  
Game Level Design Program

#### Sheridan College

2023 - 2024

- Created all game character rigs for capstone project game.
- Acquired game asset creation and configuration knowledge in Unity and Unreal Engine.

**Bachelor of Science in Creative Media**  
**City University of Hong Kong**

2015 - 2019

- Created all character rigs for final year project animation.
- Acquired knowledge in game and animation production.

### PROFILE

I am an experienced 3D Rigger with a strong background in rigging for animated series, feature films, and games, specializing in complex rigs for characters, creatures, and props using Maya and Unity. I also develop custom Python tools to streamline workflows and enhance production efficiency. As a logical and self-motivated problem solver, I enjoy tackling new challenges and exploring new ways to solve problems. I am open to new opportunities in TV, film, and gaming, and committed to enhancing animation quality through innovative rigging solutions.

### WORK EXPERIENCE

#### Rigger

Enchanting Studio

Jul 2022 - Jul 2023

*Barbie Mysteries: The Great Horse Chase (TV Series on Netflix)*

- Developed rig setups for the main character's clothing and conducted research and development for dynamic elements, including hair, skirts, loose sleeves, and pants.
- Evaluated outsourced character and prop rigs to ensure they met quality standards and assessed models to confirm their readiness for rigging.

*Unannounced Animated Feature Film*

- Created versatile rigs for diverse characters of various ages and body types, designed and implemented creature rigs for animals, and developed cloth rigs for the main character's complex costume.
- Rigged a variety of props to support scene requirements.
- Built custom Python tools to optimize the rigging workflow and reduce setup time.

#### 3D Game Artist

Ozaru Limited

Apr 2022 - Jul 2022

- Rigged characters and creatures using Blender, and configured them in Unity.
- Produced 3D assets for games and mobile apps, including modeling, surfacing, animation, lighting and rendering in Blender and Unity.

#### 3D Artist

Medex Orthopaedic and Medical Supplies Limited

Dec 2019 - Apr 2022

- Rigged characters and specific body parts, including skeletons, muscles, and tendons in Maya for detailed medical animation.
- Created precise medical animation.
- Produced short informative videos on orthopedic knowledge using After Effects.