

RASHIP TRIKHA

Rigging Artist, TD

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IT'S ME

I love making CG puppets and bad jokes !
I'm also obsessed with learning , solving problems
and helping people.

Them : Hey Raship, I was wondering if..

Me : YES.

CERTIFIED ARTEE'ST.

- **Honors Bachelor of Animation**
Sheridan College, Oakville, ON
September 2015 - April 2019
- **Board Undergraduate Certificate in
Creativity and Creative Problem Solving**
Sheridan College, Oakville, ON
September 2015 - April 2019
- **Art Fundamentals Certificate**
Sheridan College, Oakville, ON
September 2014 - April 2015
- **Arena Animation International Program
(AAIP) Diploma**
Arena Animation Academy,
Chandigarh, India
October 2012 - July 2014

STUFF I LIKE

- 3D printing
- VR , AR and 360 media
- Photography
- Machine learning and AI
- Hiking and Ocean

STUFF I'VE DONE

- **3D Development Rigging Artist and TD**
Jam Filled Entertainment, Toronto, ON
June 2019 - Present

Worked on multiple pitch projects for the studio as
a Rigger, Modeler and TD. Developed and improved
studio Facial Rigging and Surfacing Pipeline.
Toonboom Harmony and Maya integration pipeline.
Programming in Python and Javascript.
- **Freelance Rigging Artist / 3D generalist**
Jan 2020 - Present

Created Unity Humanoid based Hero Character
for a game pitch. Worked on commercial projects.
Modeled and Rigged Multiple Hero Characters
for NFB (National Film Board of Canada)
- **3D Rigging Intern**
Wildbrain, Halifax, NS
May 2018 - August 2018

Got an opportunity to learn various rigging
Work-flows used to rig versatile characters and props
ready for TV show production. Created scripts in
MEL and Python to improve rigging work flow.
- **Production Manager, Bernie's Lament
– Animated Short**
Sheridan College, Oakville, ON
September 2017– April 2018

Lead a team of 10 students creating an animated
short. Responsible for assigning tasks and
supervising animation, modelling, rigging, lighting
and rendering. Created a suitable environment for
peer learning and high level of group cohesion.

BUT, WAIT. THERE'S MORE!

- Python, MEL, PyQt & JavaScript Pipeline development
- Procedural Character and Prop Rigging
- Modelling
- Animation
- Lighting and Rendering