

# RASHIP TRIKHA

Technical Director / Rigging Artist

Portfolio - [rashiptrikha.com](https://rashiptrikha.com)

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## WHO IS RASHIP?

Fun-loving and self-motivated problem solver. Always trying to push himself out of his comfort zone seeking his next adventure. Always has time for helping. Loves to make people laugh and tries to make work enjoyable for himself and others around him. He believes sharing knowledge is just as valuable as gaining it.

## EDUCATION

- Honors Bachelor of Animation  
Sheridan College, Oakville, ON  
September 2015 - April 2019  
Thesis Film : [rashiptrikha.com/#pitstop](https://rashiptrikha.com/#pitstop)
- Board Undergraduate Certificate in Creativity and Creative Problem Solving  
Sheridan College, Oakville, ON  
September 2015 - April 2019

## SKILLS

- Python, PySide/PyQt, MEL
- Pipeline Tool Development
- Procedural Rigging
- 3D Animation
- Unreal Engine

## INTERESTS

- Photography
- 3D printing
- Hiking, Biking and Trail walks
- Stopmotion
- Science and Technology

## EXPERIENCE

- Founder - 3D Artist and TD  
Noonkite Animation  
March 2020 - Present  
Worked with various studios and companies providing 3D Artist and TD services. Created hero character game and TV production ready rigs, helped develop IP in unreal engine, created pipeline tools in python and many more.
- Unreal TD ( Remote )  
DreamWorks Animation, Glendale, CA  
May 2022 - November 2023  
Developing pipeline workflow and tools for Previs department to work in Game engine and be able to interface with the existing pipeline for editorial ingestion and department hand-off.  
Feature - Kung Fu Panda 4, Trolls 3 and Unannounced Short
- Studio Development TD ( Remote )  
IoM Media Ventures, Halifax, NS  
August 2021 - April 2022  
Responsible for developing a Modular and Procedural rigging pipeline that also supports unreal engine. Creating tools for other departments and rigs for production when needed.  
Doing research and Development work to implement Unreal Engine into studio pipeline.
- 3D Artist R&D  
Epic Games, Freelance  
June 2021 - September 2021  
Worked on a development project for a potential TV series directly with the creators under the Epic Games Grant.  
Responsible for Modeling, Rigging, Texturing and Unreal setup for rendering. Rigs were made to be Unreal Engine compatible

## CERTIFICATIONS

- Unreal Animation Fellowship Program  
August 2023 - September 2023  
Had the amazing opportunity to be a part of this fellowship program by Epic games. The focus of this fellowship was to learn how to animate in engine and produce a 15 second short animation as a part of a larger exquisite corpse.

[Credential Link](#)