

JENETTE YVES LISS

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CHARACTER RIGGER / 3D TECHNICAL DIRECTOR

PROFESSIONAL PROFILE

Innovative, self-motivated and detail-oriented Character Rigger with a solid background in creating and developing character skeletons and control rigs for creature, humanoid and mechanical models. Excels at managing and organizing multiple simultaneous projects while working under pressure in fast-paced, deadline driven environments. Highly versatile; quickly masters new roles, responsibilities, technologies and environments. Strong integrity, problem solving abilities, work ethic and analytical skills.

TECHNICAL SKILLS/PROFICIENCIES

3D • Autodesk Maya • Cinema 4D • Character Rigging • Maya • Animation Controls • Paint Weighting • Facial Set Ups with Interfaces • Deformations • Secondary Animation
Software • Adobe Illustrator • Adobe Photoshop • Adobe After Effects • Adobe Dreamweaver • Adobe Flash • Adobe Fireworks • Adobe ImageReady • Logic Express • Final Cut Pro • FileMaker Pro • LIVE • Microsoft Word • Microsoft Excel • MYOB
Programming/Technical Knowledge • Python • MEL Scripting • HTML
Additional • Verbal & Written Communications • Client Relations • Process Improvement

EDUCATION

Academy of Art University San Francisco • 2007-2010

Master of Fine Arts: Majored in 3D Modeling, Specialization in Character Rigging

State University of New York at Fredonia • 2003-2007

Bachelor of Fine Arts: Majored in Media Arts • Graduated Cum Laude
Activities: President of the Jewish Student Union • Campus Tour Guide

AWARDS

Academy of Art University San Francisco • 2009

- Second place in a rigging category for my wing rig and flying MEL Script.
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RIGGING EXPERIENCE

Brandyl • 2011 • Freelance Rigger of quadrupeds for an iOS game

Ember Labs • 2011 • Freelance Rigger of a frog for their project

Academy of Art University • 2009 • During the summer, rigged a lioness and a zebra for the Fall semester realistic animation class • Acquired a strong understanding of 3D modelers to learn the process and determine how their model works or resolve design issues prior to rigging

Ghost Rabbit Entertainment • 2009 • Intern Rigger • constructed a biped and a worm rig

ADDITIONAL EXPERIENCE

Tout About Toys • 2011 • Website Designer • data entry • customer service • converted invoices to bills • stuffed and sealed checks

Norman Pavlov • 2010 • Freelance 3D Modeler and Graphic Designer • modeled weapons and clothing for 3D characters • created logo designs and a computer screen

Syrosoft Corporation • 2010 • Computer Graphics Artist • modeled environments and animations for a 3D virtual world game

REFERENCES

Bill Kahrs • CEO at Tout About Toys • bill@toutabouttoys.com • 650-766-5152 • My supervisor at Tout About Toys.

Jeremiah Grant • Creature ATD at Industrial Light and Magic • jeremiahgrant@gmail.com • 415-686-5287 • My mentor while interning at Ghost Rabbit Entertainment.

Norman Pavlov • Business Director of Hell Creek Sanitarium LLC • normpavlov@gmail.com • 402-686-3184 • My contact while freelancing. He made his book, “Traveller”, into a 3D game.

Sean Spitzer • Creative Director at Ghost Rabbit Entertainment • sean.3dquestions@gmail.com • 925-998-5823

- Learned rigging techniques from him through:
 - Interning at Ghost Rabbit Entertainment
 - Directed Study at the Academy of Art University
 - Rigging Courses at the Academy of Art University