STEVE ADDEO
RIGGER

Contact

Stephen.Addeo@gmail.com

SteveAddeo.com

Artstation.com/SteveAddeo

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Skills

- Maya
- Python
- MEL
- Mari
- Substance Painter
- Vray
- Redshift
- Nuke
- Houdini

Education

Gnomon School for Visual Effects -
Certificate in Digital Production, 2020

The Pennsylvania State University -
B.A. Integrative Arts, 2007

Summary

- Experience developing robust rigs for props and characters with FK and IK functionality
- Knowledge of methods for building rigs to animate both realistic and stylized characters
- Able to streamline workflow by developing scripting macros using Python & MEL
- Strong aptitude in technical problem solving

Experience

Character Modeler, Texture Artist, and Rigger - The Third Floor *2020*

- Designed and modeled a full character able to be rigged and include dynamic effects
- UVed and Developed textures and shaders to create the final rendered look of the character
- Built the rig to control and animate the character

Design Coordinator – Profyts LLC *2017 - 2020*

- Collaborated with executives to create a unique image that defines their online presence
- Designed logos, created color palates, & selected images that help build an online brand
- Communicated with clients to help build their online store with established branding

Illustrator – Steve Addeo Studios *2009 - 2020*

- Applied a wide range of artistic styles to create detailed illustrations
- Managed multiple clients to ensure customer satisfaction
- Marketed my work to gain more market exposure

About Me

The nexus of the technical and the artistic is where I thrive; finding creative solutions that are as simple as they are robust genuinely excites me. To me, rigging is one of the most crucial pieces of the visual effects pipeline where a model truly comes to life. It is my belief that a beautiful rig makes it easier to create a beautiful animation.