

Nico Sanghrajka
Flat 24 – Rathnew Court
5 Meath Crescent
London E2 0QG
United Kingdom

mobile : +44 (0) 790 - 757 3598
office : +44 (0) 20 - 030 0323 -4323
email : nico@n-imagine.com
web : www.n-imagine.com

RESUME

OBJECTIVE

To work in a team with nice people and share positive artistic experiences.

JOB OBJECTIVE

Rigger / Character TD

EXPERIENCE

11/2006 – present Framestore CFC London
(www.framestore-cfc.com) United Kingdom

Character Rigger

I am working on the animated feature "[The Tale of Despereaux](#)".
- Building and maintaining the Animation-Rig pipeline for the show
- Development of a fast and easy-to-use Animation-Rig (Two Prototypes).
- Creation of a procedural rigging system with MEL that automates the rigging process and allows easy porting of the developed Animation-Rigs to all characters
- Creating Animation-Rigs for about 30 biped characters, 4 quadruped characters, that are animated by approx. 50 animators.

06/2006 – 11/2006 Chris Creatures Film Effects Berlin
(www.chriscreatures.com) Germany

Lead Character Rigger

I was responsible for the creation of an animation-setup and the animation interface for a photorealistic pig that is the hero character in an upcoming feature film.

08/1999 – 05/2006 Jangled Nerves GmbH Stuttgart
(www.jangled-nerves.com) Germany

Freelancer, CG-Artist

I worked on commercials and visualisations for clients like Daimler-Chrysler, Lexus, Porsche, BMW, Audi, Caterpillar and Bertelsmann. I worked there as a cg-generalist.

EDUCATION

10/2003 - 2/2006 Institute for Animation,
Visual effects & Digital
Postproduction Ludwigsburg
(www.animationsinstitut.de) Baden-Württemberg
Germany

Bachelor's Degree

I worked independently as well as in groups on several short film projects, where I did character rigging and lighting most of the time, but also animation and modelling. I attended courses in computer graphics and screen writing.

10/2001 - 7/2003 Filmakademie
Baden-Württemberg Ludwigsburg
(www.filmakademie.de) Baden-Württemberg
Germany

Associate Degree

Foundation courses in film and media getting a basic knowledge in scriptwriting, cinematography, editing and directing as well as computer graphics.
I worked in different positions on set.

09/1989 - 07/1998 Schelztor Gymnasium Esslingen
Germany

High School or equivalent

SOCIAL SERVICE

08/1998 – 07/1999 Diakonie und Sozialstation Esslingen
Baden-Württemberg

SKILLS

Autodesk / Alias Maya 8 years of constant production experience since version 1.5 in modelling, texturing, shading, rigging, animation, dynamics, lighting.
Mel scripting 4 years constant usage during production
Adobe Photoshop 8 years constant usage during production
Shake / Discreet Combustion / Digital Fusion / Adobe After Effects/ Discreet Flint / Linux / Avid Xpress / Adobe Premiere
HTML / Turbo Pascal Programming Language / Basic Programming Language

REFERENCES

Reference Name: Yakov Baytler
Reference Company: Framestore CFC
Reference Title: Rigging Supervisor
Phone: +44 (0) 789-144-8190
Email: baytler@gmail.com
Type: Professional

Reference Name: Christoph Kunzmann
Reference Company: Chris Creatures
Reference Title: Owner / Art Director
Phone: +44 (0) 30-850-773 92
Email: C.Kunzmann@chriscreatures.com
Type: Professional

ADDITIONAL INFORMATION:

LANGUAGES
German (fluent) / English (fluent) / French (basic)

CREDITS

A Tale of Despereaux (animated feature film)	(2008)	Character Rigger
Rennschwein Rudi Rüssel 2 (feature film)	(2007)	Lead Character Rigger
"House of always" (short)	(2005) (CG)	Character TD, Lighting TD, writer, director, cg-artist
"Aal im Schädel" (short)	(2005) (CG)	Character TD
"How do hedgehogs make love?" (short)	(2004) (CG)	Lighting TD, compositor, pipeline xsi – maya,
"Josh's Apartment" (short)	(2003) (CG)	Character TD, Lighting TD, writer, director, modelling, shading
"Dein Bild" (short)	(2002) (PAL/DV)	writer, director, editor, color-grading
"Der Turm" (short)	(2002) (CG)	Character TD, Lighting TD
"Der Bewerbungsfilm" (short)	(2001) (CG)	Character TD, Lighting TD, writer, director, lead cg-artist