

Kaiwen Yu

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SUMMARY

Rigging Artist with multiple production experiences, skilled in building animator-friendly body, facial, and prop rigs and Python scripting.

Open to opportunities starting from Jan. 2027.

WORK EXPERIENCE

CG Rigging Artist

Aug. 2024 – Dec. 2024; May. 2026 – Jan. 2027

Atomic Cartoons

Vancouver

- Created character and prop rigs for LEGO Frozen: Operation Puffins, LEGO Disney Princess: Magical Mayhem, and other upcoming shows. Worked closely with animators and rigging supervisors during design and revisions to deliver clean, efficient, and animator-friendly rigs.
- Extensively developed Python scripts to automate Maya rigging for modular and repeatable rig builds.
- Used Linux system in the work environment.

CG Rigging Artist

June. 2025 – Feb. 2026

Bardel Entertainment Inc.

Vancouver

- Focused on body and facial rigs for an upcoming animation film. Developed production-ready rigs and implemented notes from senior riggers and animators.
- Also leveraged Python scripting to automate Maya rigging for modular and repeatable rig builds.

EDUCATION

Think Tank Training Center

Vancouver

3D Animation, Visual Effects & Game Art Diploma — Rigging Specialization

Feb. 2023 – Aug 2024

University of British Columbia

Vancouver

Master of Management — Sauder School of Business

June 2022 – Dec 2022

University of British Columbia

Vancouver

Bachelor of Arts — Cognitive Systems

Sep. 2018 – June 2022

TECHNICAL SKILLS

VFX Tools: Maya, Blender, ShotGrid, Unreal, Nuke, ZBrush, Mari, Substance Painter

Programming Languages: Python, C#