

Ke Rong 荣珂

<http://www.linkedin.com/in/kerong> • <https://rongkegood.wixsite.com/kerongrig> • rongkegood@gmail.com

Profile

Highly focus on rigging field which is a bridge between modeling and animation. Also having enthusiasm towards 3D animation pipeline development. Strong ability on analyzing problems and skillfully use professional knowledge to do trouble-shooting. Accept self-challenges and study major related knowledge. With the purpose of unblocking the workflow between tech and art, being capable of creating variety of rigs for animation and video games. Thinking in multiple perspectives and being good at team communication with empathy

Working Experience

Technical Artist – Rigging (Senior) (August 2022 – October 2025)

Supermassive Games Ltd ([Wiki link](#))

Guildford, United Kingdom

Full-time staff

Rigging TA for variety AAA game projects:

Project 1 : The Dark Picture Anthology: The Devil In Me (2022) (Credited) Unreal Engine 4

https://www.imdb.com/title/tt15734120/?ref_=ttfc_fc_tt

Project 2 : The Dark Picture : Switchback VR (2023) (Credited)

Unreal Engine 4

https://www.imdb.com/title/tt23185662/ref_=nv_sr_srsg_0_tt_1_nm_0_q_swichbackVR

Project 3 : Little Nightmares 3 (2025) (Credited)

Unreal Engine 4

[Trailer : https://youtu.be/0oSzWzliENs](https://youtu.be/0oSzWzliENs)

Project 4 : The Dark Picture Anthology: Directive 8020 (Lead Rigging TA) Unreal Engine 4/5

[Trailer : https://youtu.be/4a_VXgNSfME](https://youtu.be/4a_VXgNSfME)

- Create/update character rigs and prop rigs by internal tools in Maya
 - create rig folders and rig assets
 - make sure rigging related file naming convention is correct
 - import fbx to unreal and apply materials
- Create secondary deformation, mainly including below:
 - animDynamic simulation in Unreal Engine
 - create Pose Space Deformer (corrective blendshapes) for realistic human characters
 - create joint driven corrective shapes by using internal tools
- Variant setup, mainly including below:
 - create rigs for costumes
 - import fbx to unreal and apply materials
 - setup costume configuration by internal data assets and check result in blueprint
 - document workflow for personal use and share with team members
- Cross department communication to make sure rigs can be delivered based on different project requirements

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- mainly including production management, game design, character art and animation
- Detect internal rigging tools problems and report them to Central Team/Shared Tech to resolve
- R&D workflow for a creature, mainly including below:
 - document R&D information, list pros and cons
 - build rig prototype by using internal rigging tools and vanilla maya nodes
 - document prototype process
- Process mocap data in MotionBuilder by internal tools
- Trouble shooting technical problems for team members
- laid off (Affected by the second time laying-off in Supermassive Games)

Technical Artist - Rigging (Senior) (June 2022 - July 2022)

Supermassive Games Ltd **Guildford, United Kingdom**

Remote contractor

The Dark Picture Anthology: Devil in Me (2022) (Credited)

https://www.imdb.com/title/tt15734120/?ref_=ttfc_fc_tt

Unreal Engine 4

- Responsible for prop rigs by internal tools

Freelance Senior Rigger (June 2021 – June 2022)

Self-employed **Kaifeng, Henan Province, China**

<https://vimeo.com/812204451>

- Study FACS (Facial Action Coding System) and use the theory on rig creation
- Took a break:
 - Because of cutthroat competition and unreasonable chasing efficiency in this industry, I got a huge physical and mental pressure. I had to take a long break to rest
 - There is no any income during this year

Senior Rigger (May 2020 - June 2021)

Bytedance **Shanghai, China**

Full-time staff

WuShuang Studio, game development

project 1: (Code Name: W05) original mobile game project, NPR/PBR rendered cartoon style, Unity3D (cancelled project)

(sole rigger in the team)

- Responsible for creating, updating rigging and animation related standard documents, mainly including below:

- file naming convention
- blendshape checklist
- rigging tools
- body rig and face rig methods

- Responsible for creating character rigs and prop rigs

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- Responsible for rig quality control with outsource company
 - create and update rigging standard document
 - check qualities and give feedbacks
- Create fbx export tool with python, each function for one button click. Functions including below:
 - delete all namespace in the scene
 - delete namespace on selected objects
 - import objects from reference
 - bake all joints animation in the scene
 - export animation joints as FBX file
 - reopen current file
- Trouble shooting animation related problems between Maya and Unity Engine, mainly including below:
 - use [unity timeline](#) or [unity animator](#) to test animation clips to ensure the performance well
- Collect modeling reference and animation reference to make sure the tech side meet the concept art
- Test the limitation from maya to unity on animation to ensure unity restore the animation as good as in maya
- Test simulation for hair and clothes by using [Dynamic bone](#) plug-in in unity
- Test pipeline and performance of facial mocap by using [Face Cap App](#) for the leading character
- Trouble shooting technical problems for animators

project 2: mobile game project, "One Piece: The Dream Pointer"(海贼王：梦想指针), Unity3D

[One Piece: The Dream Pointer – Official Launch Gameplay \(Android/IOS\)](#)

officially authorization by TOEI ANIMATION CO., LTD
adapted from Japanese classic anime franchise 'One Piece'

Publisher : SenShin Games (千寻社)

[Leiting Games \(雷霆游戏\)](#)

[Alpha Animation and Culture Co, Ltd \(广东奥飞动漫文化股份有限公司\)](#)

Former publisher : [Nuverse 朝夕光年 \(ByteDance\)](#)

Publish date : April 1st, 2024

Permanent suspension : June 30, 2025

- Responsible for creating and maintaining rigs (by third party plug-in) for in-game cinematic animation including facial rig and body rig
- export [alembic cache](#) to [unity timeline](#) to check result
- Trouble shooting technical problems for animators

Senior Rigger (May 2018 - January 2020)

[I Got Games \(IGG China\)](#)

Fuzhou, Fujian Province, China

Full-time staff (sole rigger in the team)

Arabic Studio, commercial team

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Ke Rong IGG demo: <https://vimeo.com/646077202>

- Responsible for creating all character rigs and prop rigs in Autodesk Maya in the team. In this work life, 93 rigs were created in total. (prop 47, biped 31, quadruped 12, creature 3)
- Design facial rigging system for both realistic character and cartoon character
- Responsible for rig quality control with outsource company
 - check qualities and give feedbacks
- Maintain rigs based on different animation requirements, for example:
 - add secondary controls for hood to adjust penetration or tweak deformation
- Communicate with 3D Artists to make sure the topology is suitable for deformation
- Combine Xgen hair components with character rigs to fit facial expressions
- Communicate with animators to make sure rigging functions are suitable for their demands
- Create crowd simulation by using Miarmy Crowd Plug-in, including below:
 - crowd character rigs setup
 - original agents setup
 - model fixing
 - action nodes exporting and testing
 - dynamic simulation for crowds
 - troubleshooting technical problems in the crowd production pipeline
 - provide technical guide and support for animators
- Troubleshooting Maya production pipeline for animators, for example:
 - support animators to use Maya constraints to setup camera to achieve the third person game camera result
 - support animators to export alembic cache
 - support animators to use Maya ATOM function to import or export key frames for combining different animation
- Manage Maya assets (mainly for rig assets and crowd assets), including below :
 - assets naming conventions
 - asset classification (create system folder for each)
 - create preview picture for each asset
 - create document for each rig asset to track version updates in case the asset needs to go back to the historical version
- Troubleshooting assets import and export between 3DS Max and Maya
 - support animators to export FBX file to Maya for additional editing in Maya scene
- Create python script to improve rigging efficiency

Rigger (June 2017 - May 2018)

Base FX (Xiamen office)

Full-time staff

Animated feature film, Wish Dragon (2021) (Credited)

https://www.imdb.com/title/tt5562070/?ref_=ttfc_fc_tt

Stream on Netflix

Xiamen, Fujian Province, China

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https://www.youtube.com/watch?v=uWIRyU5fuzU&ab_channel=Netflix

Directed by [Chris Appelhans](#)

Produced by Sony Pictures Animation, Base FX and the Flagship Entertainment Group

- Responsible for creating and maintaining character body rigs including layout rig and production rig by internal tools
- Create corrective blend shapes for body deformation by using internal tools

Rigger (July 2016 - April 2017)

Psyop Production LLC. (LA office) **Los Angeles, California, United States**

Full-time staff

- Responsible for creating prop rigs such as cars, ropes and guitar etc. by using internal tools
- Maintain rigs for variety projects, for example:
 - add clothes geometries to fit existed character rigs to get correct deformation
 - add accessories for character rigs such as scarves, shoes and hats etc.
 - create technical animation (shot sculpting) for finished cloth simulation to fix mesh penetration
- Refactor rigs for commercial project, [Cricket Wireless](#)
 - rebuild character rigs including body rig and facial rig by using internal tools
- Create python script to improve rigging efficiency
 - Glasses auto rig
 - Gun auto rig

Character Rigging Intern (May 2015 - July 2015)

Immersed Games **Gainesville, Florida, United States**

3D mobile game, Tyto Ecology, greenlit by Steam

https://store.steampowered.com/app/453750/Tyto_Ecology/

(sole rigger in the team)

During this time, Immersed was a start-up company.

This job is a 2 months unpaid intern position.

The reason I took this job is because I wanna get into the door of game industry.

I learned how to use Perforce and how to create rigs in a collaborative work environment.

- 20 low-poly creature rigs are created. (mainly for quadruped)

Rigging Experience

Technical Artist-Rigging (February 2016 - May 2016)

Academy of Art University, San Francisco, California, United States

[Blade Dancer Animation - https://vimeo.com/808859167](https://vimeo.com/808859167)

[Blade Dancer Rigging - https://vimeo.com/808858254](https://vimeo.com/808858254)

Chronicles of Drasil, PC game project, collaboration class, established by [Riot Games](#) and they provide professional support and review.

- Responsible for creating character rigs and prop rigs
- Communicate with 3D Artists to make sure the topology is suitable for rig deformation
- Communicate with animators to make sure rigging functions are suitable for their demands
- Test animation assets in Unity 3D to make sure they work correctly

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Character TD (September 2014 - April 2016)

Academy of Art University, San Francisco, California, United States

Wake Up, animated short film, MFA thesis project

- Responsible for creating all character rigs and prop rigs
- Create python script to improve rigging and animation efficiency, for example:
 - create camera-based facial control widow by python

Character TD (September 2014 - March 2016)

Academy of Art University, San Francisco, California, United States

Pig ZZ, animated short film, MFA thesis project

- Responsible for creating all character rigs and prop rigs

Rigging Artist (2016)

Side project Los Angeles, California, United States

Independent Animated Short Film: Being Good (2017) (Credited)

Directed by [Jenny Harder](#)

<https://vimeo.com/316191934>

This is a side project I helped a little during free time.

It's an honour to be in this project and work with amazing artists globally.

- Responsible for skinning characters
- Responsible for building blendshape based facial rig

Programming Experience

Quadruped Auto Rig (September 2015 - March 2016)

Academy of Art University, San Francisco, California, United States

MFA thesis project

- python script tool with two buttons for generating a quadruped rig system
- basic IK/FK legs, FK neck, FK spine, FK tail

Mirror or Combine Blend Shape (September 2015)

Academy of Art University, San Francisco, California, United States

- python script tool for mirroring blend shapes from left side to right side
- combining left side and right side blend shapes to one target mesh

Control Creator (February 2014 - May 2014)

Academy of Art University, San Francisco, California, United States

- python script tool for creating variety of control curve shapes
- be able to group curve, freeze transformation, color coding, lock and hide attributes

Education

Academy of Art University (2012 - 2016)

San Francisco, California, United States

3D Animation, Rigging area

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Master of Fine Arts Degree

Nanyang Normal University (2010 - 2012)

Nanyang City, Henan Province, China

2D & 3D Animation

Bachelor of Arts Degree

Zhongyuan University of Technology,

College of Film and Television (2007 - 2010)

Zhengzhou City, Henan Province, China

2D & 3D Animation

Graduate Certificate

Technical Skills

- create and develop reasonable hierarchy rig system
- design and create facial rig system
- precisely skin weights painting
- corrective blend shape building
- Python
- MEL

Software

- Autodesk Maya
- Adobe Photoshop
- Adobe After Effects
- Adobe Premiere Pro
- ZBrush
- QT Designer
- Unity 3D
- Unreal Engine
- Perforce

Date of Birth

- July 20, 1989