

Ivan F. Gutierrez Borjon

Character Rigging Artist · Maya, Python

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Rigging reel: youtube.com/watch?v=Y8XnChfdUpM LinkedIn: linkedin.com/in/hivanwillad

SUMMARY

Rigging artist with one year of student-production experience as the sole rigger for five film teams at Vancouver Film School. Hand-built, animator-friendly biped, facial, and prop rigs; fixed rig issues during active production for ten animators. Author of a modular biped rig builder and IK/FK, ribbon, and stretchy-limb tools in Python for Maya. Also competent in modeling and animation, which keeps rigs grounded in how they are used. US citizen (no sponsorship needed in the US); eligible for a CUSMA professional work permit in Canada on graduation (Dec 2026).

RIGGING EXPERIENCE

Lead Rigging Artist, VFS student productions

Vancouver · Jan–Dec 2025

Sole rigger for five short films: One Song, Delirium, How Do You Swim, Stray Blade, and others. Rigs used by 10 animators across 5 teams.

- Hand-built 5+ realistic biped rigs in Maya with IK/FK limbs, stretchy limbs, ribbon spines, and world/local space switching, each spec'd to the film's shots and animator needs.
- Built 3 facial rigs using joint-based controls, helper joints, and blendshapes for dialogue and expression shots.
- Rigged props for several films, including space-switch attachment to character hands.
- Used helper joints and corrective blendshapes to keep clean shoulder, elbow, and hip deformation and appealing silhouette at extreme poses.
- Troubleshoot rigs during production: skinning errors, broken controllers, and one slow rig, which was profiled and fixed without delaying animation.
- Collaborated with modelers on topology fixes after deformation tests; tracked tasks and delivered through ShotGrid (Flow Production Tracking) and dailies.

Freelance Rigging Artist (volunteer)

Remote · 2025–present

- Rigs for other artists' character models on personal and student projects.

PROJECTS

Tankhead Heikegani, Type A

Personal · Tec de Monterrey

Modeled and textured a mech from Emerson Tung's 2D concept in Maya and Substance Painter, then built a full mechanical rig: IK legs, body detail controls, and world-space options for the body.

Video: youtube.com/watch?v=5AwRPm3ac60

Personal showcase rig

Biped built to demonstrate range of motion, deformation, and facial setup. Included in reel.

PYTHON TOOLS (MAYA)

- **Modular Biped Script:** builds a complete biped rig from a guide skeleton, including limbs, spine, and controls, so a new character can be rigged in a fraction of the manual time.
- **IK/FK limb builder** with seamless switching.
- **Ribbon builder** for spines, necks, and flexible limbs.
- **Stretchy limb setup tool.**

Code on request (Git).

SKILLS

Rigging	Maya, joint placement and anatomy, skinning, helper joints, blendshapes and correctives, facial rigging, IK/FK, ribbons, space switching, mechanical rigs
Scripting	Python (maya.cmds), Git, VS Code
Pipeline	ShotGrid / Flow Production Tracking, dailies and review workflow
Other 3D	Substance Painter, Photoshop (intermediate); ZBrush, Blender, Unreal Engine, Nuke (basic)
Languages	English (native), Spanish (native)

EDUCATION

Bachelor of Arts, Digital Art — Tecnológico de Monterrey	Expected Dec 2026
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Diploma, 3D Animation & Visual Effects — Vancouver Film School	2025
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Graduation screener: [youtube.com/watch?v=ae9jcPdywE8&t=1345s](https://www.youtube.com/watch?v=ae9jcPdywE8&t=1345s)

COMMUNITY (VANCOUVER)

Operations volunteer: Spark CG Society, Anirevo, Vancouver Game Connect, Galint Gaming (Battle of BC 7)