

Jacob Pappo

Rigging Artist

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Work Experience

Siggraph- Student Volunteer

Jul 2024

- Assisted guests, guiding them through the event space and answering any questions

Faceform - Voice Over/Tutorial Creation

Aug 2024

- Created tutorials on new developing software, Wrap4D
- Provided voice over to visuals for the purpose of clearly explaining information to new users

Education

Think Tank Training Centre

June 2026- Present

Mentorship and certification with a focus on character rigging

Savannah College of Art and Design

May 2023

Bachelor of Arts, Concentrations in 3D Technical Animation, 3D Character Animation

GPA: 3.33/4.00 | Major GPA: 3.63/4.00

Relevant Coursework: ANIM 323: Collaborative Experiences 3-D Production Pipeline, ANIM 316: Facial Setup and Animation, ANIM 356: Advanced Character Setup, ANIM 313: 3D Character Animation Performance Essentials, ANIM 353: Creatures/Quadrupeds, ANIM 423: Believability/Nuance

Skills and Qualifications

Autodesk Maya: Proficient in Character Rigging, Assets Rigging, Character Animation, CFX

Additional Skills: Python 2.7, Unreal Engine 5, Adobe Creative Suite (PS, AE, Premiere)

