



Pablo Emmanuel De Leo

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Versatile and design-focused, certified professional with impeccable history of solving technical problems in 3D environments, developing, and fixing characters, and driving process enhancements in film and video game industry.

QUALIFICATIONS PROFILE

- ▶ Strong foundation in creating 3D pipelines with many DCCs apps, developing smart applications for artists, and programming tools in python.
- ▶ Conceptually brave with ability to create artist-friendly, monitoring and improving character quality and functionality.
- ▶ Solid technical proficiency with Python and proprietary languages such as Maya, Python/PyMEL, PySide/PyQt.
- ▶ Highly experienced in 3D content development; procedural modelling, surfacing, and animation systems and simulation such as skin, hair, clothes, fabric.
- ▶ Notable key strengths in investigating and consider potential fixes for the content creation issues with tools and pipelines on interconnected tools, pipelines and systems.
- ▶ Skilled at creating, documenting, and maintaining tools/scripts to support and improve art production workflows.
- ▶ Well-established ability to isolate problems methodically for troubleshooting swiftly.
- ▶ Credible expertise in 3D geometry, data structures and algorithms, and linear algebra.
- ▶ Deep understanding of human anatomy and modelling, rigging, deforming, and morphing targets.
- ▶ Nominated for Game of the Year 2022 Winner: Big Time | GAM3 Awards.

CORE COMPETENCIES

Tool development and implementation | Technical Artist Rigger | Real-Time Asset Implementation & Optimization | Autodesk Maya | Technical Troubleshooting | Process Improvement | Protocol Documentation | Team Leadership | Workflow Planning & Scheduling | Project Management

PROFESSIONAL EXPERIENCE

Warner Bros. Games, United Kingdom
Senior Rigger / Tool Development

2023 – Present

As a Senior Rigger at Warner Bros Games at the TT Games Knutsford offices, I am an integral part of the Rigger team and department. My focus lies in developing and maintaining characters and essential tools for AAA projects, with a primary emphasis on Maya and Unreal Engine platforms and research and development AI tools.

- My contribution entails working closely with a talented team to ensure characters perform exceptionally and become integral to world-class entertainment experiences. Additionally, I collaborate on developing tools that enhance efficiency and workflow quality.
- My commitment to excellence and continuous improvement is a fundamental pillar in my work at Warner Bros. Games and TT Games. I am proud to be a part of two leading companies in the entertainment and gaming industry.

Big Time Studios LTD, Argentina Pipeline TD / Lead Rigger

2020 – 2022

Designed rigs and implemented new systems, generating feedback for modellers, and creating physical assets in Unreal and clothing simulation. Monitored and improved character rig quality and functionality, ensuring adherence to production pipeline requirement. Developed smart tools in Python and integrated into Windows, Maya, and Unreal.

- Crafted dynamic blueprint as well as tested facial and body mocap configurations.
- Accomplished production milestones successfully in collaboration with the Art and engineering team.

Cofcof Studios, Greater Buenos Aires, Argentina Founder & Director

2017 – 2020

Directed end-to-end development of all kinds of 3D content, leveraging latest in interactive technology, virtual reality, mixed reality, and software such as Unreal Engine, and Unity3D. I successfully executed several projects from the beginning creating the initial structure the 3d pipeline and the 3d protocols of the departments involved in a movie or video game, for example: how to work to mitigate many human errors with automations in some areas and reducing the bottlenecks. Demonstrated ability to develop and improve several processes by reducing the costs of time and money. Coached and mentored a large number of organisations and workforce to accomplish production and sales goals, upholding the highest standards of quality; delivered remarkable support in conceptualisation, development, and realization of the 3D creative content to the organizational structure of the companies.

- The personal online branding page to market service offerings. (www.cofcofstudios.com)

Váscolo, Argentina Character Rigger

2017 – 2017

Wrote several Python scripts to customise software to specific animation requirements.

- Character rig named Nail in Cinema 4D for commercial.

Various Freelance Projects 3D Modeller - Lead Rigger - Texturizer - 3D Supervisor

2017 – 2017

Rigged characters in Maya, leveraging exceptional design and artistic abilities. Interpreted abstract ideas into the creation of compelling photo-real or stylized 3D assets. Presented work in a turntable style environment with acceptable lighting for progress reviews and approval. Ensured consistency of UV mapping and polygonal subdivisions.

- Developed 22 characters in C4D for Cortana Hololens Microsoft project and another 4 characters in Maya with accessories for VR functionality for a Microsoft project.
- Rigging of 6 characters in 3D MAX with the possibility of motion capture, and clothing simulation with Nvidia, for a promotional video for Fox International Channels Turkey.
- Prepared robot rig and mocap in Maya for the movie "REPLICAS", starring Keanu Reeves.

Malditomaus, Argentina Supervisor 3D y Pipeline TD

2015 – 2016

Programmed several pipeline tools using python, coaching and mentoring art team to achieve the production goals. Authored necessary documentation about the pipeline development. Anticipated, analysed, and defined solutions to potential and actual technical problems.

- Created 3D scenes in Maya for the movie "Little Heroes".

Self-Employed Freelance - 3D, Modelling, Rigging, Animation

2013 – 2015

Defined and created animation rigs for characters, creatures, and props; conducted skinning and deformation process for a variety of rigged assets. Created forms of character and prop deformation including bones, blend shapes, displacement maps, and joint physics. Kept abreast of current artistic methodologies and technology trends and tools that best suit the production.

- Developed several digital characters for various national and international companies.

CAREER NOTE

Senior Technical Aritst, Nomad · Buenos Aires, Argentina
Technical Director, Leader Entertainment· Gran Buenos Aires, Argentina
Technical Consultant, Vascolo · Argentina, Capital federal
3D Generalist, NOS · Contract, Argentina
Mentor – Rigging, TESCHI Tecnológico de Estudios Superiores de Chimalhuacán · Freelance
Senior Technical Director + Pipeline TD + Rigger, Metrovision producciones S.A. · Argentina, CABA
Pipeline TD, Hook up Animation · Gran Buenos Aires, Argentina
Senior Technical Artist, 3DM Digital - Architectural renderings · Gran Buenos Aires, Argentina
Senior Technical Director, Váscolo · Freelance, Argentina
Senior Technical Artist, PRODUCCIONES CANICA AZUL INC. · Freelance, Argentina
Producer and 3D generalist
Digital Vision - Multimedia · Freelance, Argentina
Lead Rigger, Váscolo · Freelance, Argentina - Buenos Aires
Private Tutor, ANIMUM Creativity Advanced School · Freelance

EDUCATION & CREDENTIALS

Professional 3D animation techniques.
Video game design and production concept.
Video Game Development C++

TECHNICAL PROFICIENCIES

Production:	Shotgun API, Cgwire API, Slack, Perforce, Jira, Figma, Github, Google API, Python, Discord
Character FX, Rigging TD:	Maya, Max, Cinema, Anime Studio Pro, Spine, Unreal Engine, Unity, Python
Modeler / Illuminator:	Maya, Max, Mudbox, Zbrush, Speedtree, Marvelous Designer, Python
Simulation:	Unreal, Marvelous Designer, Speedtree, Heir Maya Xgen, RealFlow, Maya Bifrost, EmberGen.
Artist / Shading:	Substance Painter, Substance Designer, Adobe Suite, Zbrush, Mudbox, Unreal, Unity, Python
Animator:	Maya, Max, Spine, Anime Studio Pro
Edition:	Nuke
Game Artist / Archviz	Unreal Engine, Unity
Programming:	Python, C++, Front-end Developer, App Developer, Screen scraping, Web mining, Unreal Blueprint
Pipeline TD:	Maya SDK, Max, Python, PyMel, PyQt, Pyside, USD, UnrealGameSync
Artificial Intelligence	Open IA API, TensorFlow, NumPy, Matplotlib, Requests, Scrapy, Pandas, Python

FILMS & SERIES

Metegol (Universal with Mundo Loco)
Replicas (Company Films)
Nivis (Disney Latin America)
El Paraiso - Unreal Engine Movie (Nomad)
The star machine (Pampa Films - Nuts Studios)
Little heroes (Malditomaus)
Gilgamesh (Hook Up Animation)
Tales of the Jungle (Aleph media)
The farm of Zeno (Leader Entertainment)
Minitoons (Canica Azul \ Leader Entertainment)
Maria Elena Walsh (Leader Entertainment)

VIDEO GAMES/APPLICATIONS

Untitled (Warner Brothers)
BigTime (Big Time Studios)
Dead Matter (Quantum Integrity Software Inc)
The Apprentice (Quad Digital Studios)
2090 Play or Die (VR Level - FOX Channel)
ACTC Racing (CofCof Studios)
The Mystery Team PSP game (QB9)
Summit G20 Argentina (NOS Studios)
Shadow Water (Globant)