# Eli De Koninck

Character Rigging Lead

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#### **EXPERIENCE**

## Character Rigging Lead - MPC London

March 2022 - February 2025

Mufasa: the Lion King (2024)

Responsible for all character rigging, including animation control rigs, final deformation rigs and maintaining the facs-based facial rigs

## Character Rigging Senior - MPC London

March 2021 - March 2022

Spaceman (2024)

Responsible for rigging Hanus

## Rigging Artist (Mid) - Superprod studio

January 2021 - March 2021

Ghee Happy (2023)

## Rigging Artist (Mid) - UNIT studio

September 2020 - January 2021

Eight for Silver (2021)

## Rigging Artist - MPC London

February 2018 - December 2019

Cats (2019)

Call of the Wild (2020)

Underwater (2020)

Dolittle (2020)

#### **EDUCATION**

## Rigging/3D-generalist Intern - MovieBrats Studios

September 2017 - January 2018

Hump (unreleased)

## Howest - Digital Arts and Entertainment Bachelor

September 2014 - September 2017

Bachelor's degree in VFX and 3D production

#### **TECHNICAL SKILLS**

## **Expert Maya Skill**

- Animation rigs
- o Deformation rigs
- o Facial Rigs
- Scripting knowledge (Mel, Python, ...)

## Strong Houdini skills

- o Vellum
- KineFx & APEX
- o VEX
- o Python

## **Strong Coding skill**

- o C++ (Maya api, Qt, ...)
- Python (Maya, Houdini, PyQt, ...)

# Basic Unreal Skills Basic Zbrush Skills

#### **AWARDS**

The Visual Effects Society award for Outstanding Animated Character in a Photoreal Feature Nomination - Taka (Mufasa: the Lion King)

