Isabelle Richter

Technical Artist
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Summary

Four years in shipped AAA and mid-size game production: character and creature rigging, facial and MetaHuman pipelines, Maya tooling, and engine-side animation systems in Unreal. Comfortable owning a discipline end to end, from rig design through runtime behavior, and establishing approaches other artists build on.

Skills

- **Rigging & Animation:** facial rig design (FACS-based), pose-driven animation sharing, character, creature and prop rigging for real-time, modular rig systems, animation authoring
- **MetaHuman:** MetaHuman Creator, MetaHuman for Maya, DNACalib, custom tooling for modifying custom MetaHumans, face mocap processing and debugging
- **Unreal Engine:** Animation Blueprints, Control Rig, procedural and physics-driven animation, creature leg IK, rigid-body simulation, Chaos Cloth, runtime animation systems
- **Tools & Scripting:** Python (PyMEL, OpenMaya, PyQt), Maya tool development, Unreal Blueprints, JSON-backed asset metadata
- **Software:** Maya, Unreal Engine, Houdini, GIMP, DaVinci Resolve

Experience

Studio Wildcard *(July 2024 - Present)*
Technical Artist - ARK: Survival Ascended

- Led technical animation on the Genesis ship update: scoped the animation requirements and approach and established the tech on the brigantine, which then carried the sloop, galleon, and trireme.
- Delivered the brigantine's full animation stack: Maya rig, authored animation set, Animation Blueprint logic, and runtime physics in Unreal. Rigged the galleon.
- Held ships to runtime budget: custom LODs, bone and influence caps, state-gated graph evaluation.
- Built and own the facial rigging pipeline, from Maya rig design through runtime playback in Unreal. Replaced a simple FK setup with a FACS-based rig sharing animation through poses, and built the runtime animation architecture the game's swappable head variants play back on.
- Rigged the MetaHuman faces for the Lost Colony expansion pass trailer, using the DNACalib library with custom tooling to modify custom MetaHumans before MetaHuman for Maya shipped.
- Extended the studio's Maya rigging toolset with new modular rig components and Python tooling used day to day by the rigging and animation teams.
- Rigged creatures, structures, outfits, props, and weapons for gameplay and cinematics.

Counterplay Games *(April 2022 - June 2024)*
Character Technical Artist - Armatus

- Built facial rigs, contributed to the studio's facial rigging pipeline, and developed reusable modular rigging components adopted across projects.
- Rigged humanoids, creatures, props, and weapons to game-ready standards, integrating them into Unreal with joint-based simulation setups.
- Built pipeline and DCC tools for rigging, animation, modeling, and cinematics teams, including JSON-backed asset registration tooling.

Education

- Certificate of Completion, 3D Animation - CG Spectrum