

# Akshat Bhargava

Rigging

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## Work Experience

### Double Negative (DNEG)

Creature Lead TD

Apr 2022 – till

### Moving Picture Company (MPC)

Key-rigging artist

Jan 2019 – Mar 2022

### Stanion Studios

Remote rigging artist/ animator

Mar 2018 to Jul 2018

Developed rigs and animation for [TideTurn](#) game

### ZOAN

Remote rigging artist/ animator

Oct 2017 to Feb 2018

Developed rigs and animation for “[The National Museum of Finland](#)” VR Project

### Penryn Games LLC

Remote rigging artist

Nov 2015 to Jan 2017

Developed rigs for [FRAMESHIFT](#) game

### TREK Industries

Remote rigging artist/ animator

Oct 2014 to Apr 2017

Developed rigs and animation for “[Guardians of Orion](#)”

### Fiktion-Studio

Animator, rigging and hair & fur artist

Oct 2011 to Jan 2014

[fiktionstudio](http://fiktionstudio)

## Awards

*Received spot award (performance award) for Cruella Movie from MPC film*

*Received another spot award for Prehistoric Planet MPC film and episodic show*

## Education

Maya Academy of Advanced Cinematics

2009 - 2011

AD3D plus, Advance diploma in 3D animation

Bachelor’s Degree in English Literature

2012 - 2016

## Technical Skills

3D Software: Maya, Mudbox, 3DS Max (basic), Cinema 4D (basic)

3D Rendering: Arnold, Mentalray

2D Software: Photoshop

Scripting: Python, MEL,  
Python Maya API (beginner)

OS: Windows, Linux