Jonah Reinhart
Rigger

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Software:

Maya, Unity, Topogun, Golaem, UV Layout, Blender
After Effects, Photoshop, Illustrator, Krita, Flash, Premiere, Linux

Skills:

Modelling, Technical Animation, Animation, Texturing, LinearAlgebra, Spanish
MEL, Python, pyMel, Maya API (Python and C++), Pyside/QT, C#

Education:

Bachelor of Fine Arts - *Savannah College of Art and Design (Graduated Nov 2017)*
Animation Major, Character Technical Direction Minor

Work Experience:

Framestore	*(October 2021 - Present)*	**Rigging TD**
Axis Studios	*(October 2020 - September 2021)*	**Rigging TD**
Boulder Media	*(August 2019 - August 2020)*	**Senior Rigger**
Boulder Media	*(April 2018 - August 2019)*	**Junior Rigger**

SCAD Rigging Union President (2017)
SCAD Rigging Union Resource Manager (2015-2016)

Other Experience:

HERMES Modular Autorigger	*Collaborative University Project (2017-2018) - Project Lead*
FLIP!	*SCAD Student Film (2017) - Rigging*
Buzz	*SCAD Senior Film (2017) - Animation*
Night Lights	*SCAD Graduate Collaborative Film (2017) - Rigging*
Busy	*SCAD Senior Film (2016) - Rigging and Tool Dev*
Mannequin Cop	*SCAD Student Film (2016) - Motion Media Design and Story*
"I Am Macbeth"	*Kickstarter Live Action Film (2016) - Motion Media*