



Navin Kamal

Rigging Technical Director



My Contact

- Address**
Mumbai, Maharashtra
INDIA - 400063
- Phone**
+91-8981294045
+91-8820131662
- E-mail**
navinkamal@yahoo.com

- Web**
<https://navinkamal.com>

- Link**
<https://www.linkedin.com/in/navinkamal/>

Education

- Digital Film Making
Indira Gandhi University
- Maya Academy Of Advanced Cinematics(MAAC)
Certificate in Maya pro Advance

Software Skills

- Maya
- Mudbox
- After Effects
- Premier Pro
- Photoshop
- Mari

Languages Skills

- Hindi
- English
- Bengali

Awards

January 2023 | **Technicolor (MPC)**
Good Samaritan Award

April 2018 | **FutureWorks Media Limited**
Outstanding Innovator Of the Month

About Me

I am a 3D Rigging Technical Director currently working in **Framestore** (Mumbai,INDIA) with almost 7 years of experience in VFX industry which includes Bollywood and Hollywood projects and shows. As a Rigging TD i am responsible for developing and executing a wide variety of successful Characters, Vehicles and Props rig in Autodesk Maya software.

Work Experience

Framestore | Rigging Technical Director

2024 – Present

- Responsible for rigging Hero Characters including Creatures, Bipeds, Quadruped
- Responsible for rigging facials and do muscle setup in Hero characters
- Responsible for maintaining MEL Codes and Python Code for rig creations

Technicolor Creative Studios(MPC) | Rigger

2021 – 2024

- Responsible for rigging Hero Characters including Creatures, Bipeds, Quadruped
- Complex Props and Complex Vehicles.
- Responsible for rigging facials and do muscle setup in Hero characters using In-house tools , maintaing and preserving volumes.
- Responsible for maintaining MEL Codes and Python Code for rig creations

Red Chillies Entertainment | Rigger

2018 – 2021

Responsible for rigging:

- Hero character (Male , Female)Digi-double Rigged with In-House tools
- Facial rigs of the characters Hero
- Bird Rigged with In-House tools
- BG characters rigged

FutureWorks Media Limited | 3D Generalist

2017– 2018

Responsible for Modelling Texturing and Sculpting several props and rigging them.

Staff,Trees,Bow,Arrow,Guns,Bullets,Lighters

Expertise Skill

- Rigging Hero Characters
- Rigging Muscle with In-house Tools
- Rigging Creatures,Bipeds, Quadruped
- Tool Creation in Python
- Rigging Birds, Complex Vehicles
- Team Management