



Navin Kamal

Rigging Technical Director

My Contact

- Address**
Mumbai, INDIA
400065
- Phone**
+918981294045
- E-mail**
navinkamal@yahoo.com
- GitHub**
<https://github.com/NavinRig>
- Web**
<https://navinkamal.com>
- LinkedIn**
<https://www.linkedin.com/in/navinkamal/>

Education

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

Software Skills

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

Awards

January 2023 | [Technicolor \(MPC\)](#)

Good Samaritan Award

April 2018 | [FutureWorks Media Limited](#)

Outstanding Innovator Of the Month

Language

- Hindi
- English
- Bengali

About Me

Senior Rigging Technical Director with almost 10 years of experience in high-end VFX and feature film production at Framestore and Technicolor. Expert in character and creature rigging, facial systems, muscle setups, and volume preservation using Autodesk Maya. Proven track record developing Python and MEL tools to enhance workflows and delivering animator-friendly, production-ready rigs for large-scale studio pipelines.

Work Experience

Framestore | Rigging Technical Director

2024 – Present

- Responsible for rigging Hero Characters including Creatures, Bipedes, 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, Bipedes, 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 & Creatures
- Rigging Muscle with In-house Tools
- Rigging Bipedes, Quadruped, Reptiles
- Tool Creation in Python
- Rigging Birds, Complex Vehicles
- Team Management & Communication