

EMANUELE MELONI

3D RIGGER, PIPELINE TD

Rome, Italy

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Phone: (+39) 377-5444732

Rigging Reel: <https://youtu.be/yk6dA3tnU8g>

Pipeline Reel:  Pipeline Reel.mp4

TOP SKILLS

- **RIGGING** – 3 years of experience creating advanced rigs in Autodesk Maya for 3D productions. Additional 1-year experience using Control Rig in Unreal Engine, focusing on real-time and interactive systems.
- **TOOL DEVELOPMENT** – 2 years of experience developing custom Python tools for Maya, Houdini, Nuke, and Unreal Engine. Specialized in UI design, process automation, and artist-friendly workflows.
- **PIPELINE** – 2 years of experience managing and developing USD 3D pipelines using Python. Skilled in DCC integration, production data handling, and collaborative workflow optimization

WORK EXPERIENCE

Al-one s.r.l

Rigging TD & Pipeline TD

SEPTEMBER 2023 - PRESENT

ROME, ITALY

- Built character and prop rigs with mGear and PyMel for the film *Forest* and the game *Trash: Tale of Wastetown*, optimized for Unreal workflows.
- Created Python tools across DCCs to automate tasks and enhance pipeline efficiency.
- Supported the implementation and maintenance of a USD-based asset management pipeline.

Moonshot CGI

Rigging Lead

JANUARY 2024 - PRESENT

REMOTE

- Led rigging of dinosaurs and vehicles for *Primitive War*
- Supervise rigging for cinematic and commercial assets using Maya, Houdini, and Python

Red Raion

Rigging TD

DECEMBER 2025 - JANUARY 2026

REMOTE

- Developed production-ready **character and creature rigs** for a confidential project

We Are One World - Insomniac

Rigging TD

APRIL 2025 - AUGUST 2025

REMOTE

- Developed creature rigs for The Sphere (Las Vegas) show *Insomniac x Tomorrowland: UNITY*
- Built Python tools to automate animation exports and improve 360° projection workflows

Arx Anima

Rigging TD

JANUARY 2023 - JUNE 2023

REMOTE

- Riggered characters and props for an animated production with modular, animation-ready setups.

Rainbow CGI

Rigging TD

JULY 2022 - AUGUST 2023

ROME, ITALY

- Created rigs for Disney Junior and Netflix series: *Mermaid Magic*, *Blippi Wonders 3*, *Superkitties*, and *Pupstruction*
- Developed Python and MEL tools to optimize rig creation and artist workflows

TEACHING EXPERIENCE

AIV - Accademia Italiana Videogiochi

MARCH 2025 - PRESENT

Creature Rigging Professor

REMOTE

- Teach creature rigging techniques and production workflows in Maya

IED - Istituto Europeo di Design

OCTOBER 2023 - PRESENT

Character Rigging Professor

ROME, ITALY

- Teach advanced rigging and Maya production workflows

TheSIGN Academy

MARCH 2023 - NOVEMBER 2025

Character Rigging Professor

FLORENCE, ITALY

- Teach character rigging and engine integration for games and animation

EDUCATION

Academic Degree in CGI

SEPTEMBER 2019 - JULY 2022

IED - Istituto Europeo di Design

ROME, ITALY

Grade: 110 with honors/100

- Completed a comprehensive 3D production pipeline program with a generalist curriculum covering all major departments in the animation and VFX workflow.

High School Diploma

SEPTEMBER 2013 - JULY 2018

I.T. Buonarroti

ROME, ITALY

Grade: 85/100

- Completed a technical high school program specializing in land surveying, construction, and geomatics.
- Earned certifications in Autodesk AutoCAD

SKILLS

3D Software: Maya - Houdini - Unreal Engine

Programming: Python - PyQt - CSS - MEL - PyMEL - Visual Studio Code - Git

Pipeline: USD - ShotGrid - FFmpeg

Soft Skill: Nuke - Adobe After Effects - Adobe Photoshop - HumanIK retargeting

LANGUAGES

Italian - C2

English - B2

Spanish - A2