

Elena Rasskazova Technical Artist | Character & Mechanical Rigging

elenarasskazova.com elenaworkart@gmail.com [Elena Rasskazova](#) [Los Angeles, CA](#)

SKILLS

Autodesk Maya

Full proficiency in rigging toolset and custom tool development for cinematic and gameplay rigging

Unreal Engine

Animation essentials, Control Rig, Blueprints, and Animation Blueprints

ZBrush

Organic and hard-surface modeling

AI-Augmented Tooling

Acceleration of custom tool development and complex problem solving using AI

Python/MEL/PyMEL

Custom tool development for rigging and animation workflows by hand or agentically

Bilingual

English (C2) - Russian (C2)

PROFESSIONAL EXPERIENCE

Rigger, Sauce NYC - 'Karen' (UE5.6 Game) Wishlist on Steam

10/2025 – 08/2026 | Los Angeles, CA

- Rigged all characters in the game, including player character and 11 NPCs, using a modular rig system built on the Unreal Engine mannequin
- Engineered the modular rig framework from the ground up, adapting the Unreal mannequin for physics simulations and cutting rig build time by 50%
- Built a dedicated cinematic body + facial rig for the main character, blending joint-based deformation with blendshapes for fleshy, lifelike, easy-to-animate performance

Technical Artist, DigiPen - 'Pogglewash' (UE4.27 Game) Steam Release

09/2021 – 03/2022 | Redmond, WA

- Rigged all characters for the Steam-released title, iterating rig detail per teammate feedback
- Developed the Technical Art team's rigging pipeline from scratch

Technical Artist, DigiPen - 'Valkyrie' (UE4.26 Game)

03/2021 – 08/2021 | Redmond, WA

- Audited and reworked pre-existing rigs, expanding their capabilities and flexibility
- Cut production time by efficiently delivering rigs at production-ready quality

Lead Technical Artist, DigiPen - 'Starboi' (Maya 2019 Short Film)

09/2020 – 02/2021 | Redmond, WA

- Tested and evaluated Maya rigging tools to define the best technical setup for the project
- Built multiple iterations of the character rigs to match evolving art direction
- Directed schedules and task assignments as Lead TA, driving team productivity

Assisting Manager, DigiPen

05/2019 – 08/2019 | Redmond, WA

- Planned and ran student activities, managing parent communication on issues
- Maintained attendance, property, and weekly reporting documentation

Volunteer Technical Artist, AT&T SHAPE

07/2018 | Los Angeles, CA

- Operated complex hardware/software setups for live facial and motion-capture demos
- Delivered in-person and online support that boosted booth engagement

EDUCATION

Bachelor's in Fine Arts and Digital Art and Animation, DigiPen Institute of Technology [🔗](#)