GIANLUCA GIAMPUZZO

Rigging Technical Artist

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PROFILE

Rigging specialist with nearly 3 years in film and animation production, currently Rigging Lead at Mad Entertainment. Builds custom Python/Blender pipeline tools — for example facial rigging, auto-placement, retopology and motion editing — alongside hands-on character and creature rigging, and motion capture cleanup and retargeting, for TV series, feature animation and film. A background in graphic design and web development brings a strong eye for usability to tool and rig UI design.

WORK EXPERIENCE

Rigging Lead — Mad Entertainment
2025 – PRESENT

Naples, Italy · Animation studio

- Lead and manage the rigging department across multiple concurrent animated and live-action productions
- Design and build in-house Python/Blender pipeline tools — including a modular facial rigging toolkit, a Rigify metarig auto-placement extension, a GPU-based motion path editor for pose bones, a GPU-accelerated retopology tool and a compositor node preset manager
- Character and creature rigging, including a fur asset, for a live-action feature film
- Mocap Technician on set: suit setup, live capture recording and motion data cleanup in Rokoko, plus custom cleanup and retargeting tools in Blender
- Bridge rigging, animation and modeling departments on facial rigging adoption and pipeline standards

Credits: “I’m Still Alive”, dir. Roberto Saviano (feature film — character & creature rigging, motion capture); an upcoming animated feature film (2027)

Rigging Artist — Mad Entertainment
NOV 2023 – 2025

Naples, Italy · Animation studio

- Character rigs for animated series, with library-override-safe rig UI systems and character-specific workflows
- Lipsync cycles and facial rig retargeting across meshes for production characters
- Grease Pencil rig for 2D/2.5D characters with a BBone and driver control system

Credits: “Food Wizards 2” (animated series, Rai Play); “Pesci Piccoli 2” (animated inserts, episodes 1 and 4, Amazon Prime Video)

Freelance 3D Artist – Rigger — Self-employed
MAR 2023 – NOV 2023

Remote

- Character and creature rigging for entertainment events and advertising visual effects
- Realistic animated 3D avatar used as a live visual for a DJ set at the AIRI event, Duel (Naples)

Art Director — TiPi Social s.r.l.
FEB 2022 – FEB 2023

Naples, Italy · Managed the graphic and web design side of the agency’s creative output

Graphic & Web Designer — Cooltura Creativa
SEP 2021 – JAN 2022

Aversa (NA), Italy · Advertising, motion graphics, websites and design

Graphic & Web Designer — Due21Comunica s.r.l.
SEP 2020 – JUL 2021

Naples, Italy · Advertising, websites and design

SKILLS

Rigging & Pipeline: Blender (Rigify, Geometry Nodes, Python/bpy scripting, custom add-on development), Maya (MEL scripting), character & facial rigging, retopology, motion editing

Motion Capture: Rokoko (suit setup, live recording, motion data cleanup), custom cleanup & retargeting tools in Blender

Other software: Substance Painter, ZBrush, Unreal Engine, Marvelous Designer, After Effects, Photoshop, Illustrator

Soft skills: Team leadership, cross-department collaboration, problem solving, adaptability

EDUCATION

Master in Computer Graphics — Big Rock Academy – H-FARM · includes Autodesk Training Center certification — MAR 2023 – AUG 2023

Master in Web Design Pro Responsive — ILAS, Italian Communication Academy — SEP 2020 – SEP 2021

Master in Advertising Graphics, Editorial, Social & Digital Ads — ILAS, Italian Communication Academy — SEP 2020 – SEP 2021

Architecture — Università degli Studi di Napoli Federico II — SEP 2018 – MAR 2020

LANGUAGES

Italian: native speaker **English:** medium / advanced