

Gianluca Giampuzzo

Rigging Technical Artist

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PROFILE

Rigging specialist with 2.5+ years in film and animation production, currently leading the rigging department 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. 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

Nov 2023 – 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 — examples include a modular facial rigging toolkit, an automated 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, among others
- Built library-override-safe rig UI systems and character-specific workflows, including lipsync cycles and facial rig retargeting across meshes, for production characters
- Took on a Mocap Technician role on set: suit setup, live capture recording and motion data cleanup in Rokoko, plus building custom cleanup and retargeting tools in Blender
- Credits: "Food Wizards 2" (animated series, Rai Play); "Pesci Piccoli 2" (animated inserts, episodes 1 and 4, Amazon Prime Video); "I'm Still Alive", dir. Roberto Saviano (feature film, currently under NDA — motion capture work); an upcoming animated feature film (2027)
- Bridge rigging, animation and modeling departments on facial rigging adoption and pipeline standards

Freelance 3D Artist - Rigger — Self-employed

Mar 2023 – Nov 2023

Remote

- Character and creature rigging for entertainment events and advertising visual effects
- Created a 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 design 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, website and design work

Graphic & Web Designer — Due21Comunica s.r.l.

Sep 2020 – Jul 2021

Naples, Italy

- Advertising, website and design work

SKILLS

Rigging & Pipeline: Blender (Rigify, Geometry Nodes, Python/bpy scripting, custom addon development), Maya (Scripting MEL), 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

Mar 2023 – Aug 2023

Big Rock Academy – HFARM · includes Autodesk Training Center certification

Master in Web Design Pro Responsive

Sep 2020 – Sep 2021

ILAS | Italian Communication Academy

Master in Advertising Graphics, Editorial, Social & Digital Ads

Sep 2020 – Sep 2021

ILAS | Italian Communication Academy

Architecture University

Sep 2018 – Mar 2020

Università degli Studi di Napoli Federico II

LANGUAGES

Italian: Native speaker

English: Medium / Advanced