

About me

I'm Jogar, a passionate Character TD with experience across various projects, including cinematics, commercials, short films, and primarily animated series and movies. I've worked both as a freelancer and a full-time employee, contributing to productions working from scratch, with my own tools and with different pipelines.

Contact

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Aptitudes

Rigging
Maya
Python

Languages

Español (Native)
Ingles

Jorge Garcia

Rigger TD
Vancouver, Canada

Experience

Mainframe Studios

Rigger
January 2025 - Present (2 months)

Bardel Entertainment

Rigger
August 2021 - December 2024 (3 years 5 months)

Tecnológico de Monterrey

Rigging Professor
September 2021 - October 2022 (1 year 2 months)

Mighty Studio

Rigger
June 2020 - July 2021 (1 year 2 months)

Boxel Studio

1 year 5 months

Set Assambler

January 2019 - May 2020 (1 year 5 months)

Education

AnimSchool

Advanced riggin · (2021 - 2021)

AlexanderRichtertd

Python Advanced · (January 2023 - March 2023)

ESCENA

Rigging · (2020 - 2020)

CGMasterAcademy

Facial Rigging for production · (2019 - 2019)

KEYFRAME

RIGGING PARA TDs · (2018 - 2019)

Universidad Internacional UNINTER

Bachelor of Animation and Digital Design · (2013 - 2017)