

Alan Fregtman

Mission

To collaborate with your team to create great work through flexible and fun rigs as well as through writing tools to assist the other artists.

I bring a passion for the technical and always look forward to expanding my horizons and learning new things while sharing what I know. I love new challenges.

Work Experience

Character TD @ TOPIX, April 2008-2010, [Toronto, ON]

Rigged some 40 different characters and props over the past 2 years for a plethora of commercials and animations. Created various visual effects here and there, too. When not busy rigging, I work on **scripting various tools to help people spend more time creating art than loading or preparing it.**

Delivered initial functional rigs within about a day or less so that animation can begin ASAP then worked closely with the animation team to address any needs, suggestions or concerns about a rig's functionality or deformations in the present and future. It's my core belief that **a good rig should be an animator's friend, not their enemy.**

Skill sets

Fluent in:	<i>Software:</i>	Autodesk Softimage, AfterEffects, Photoshop, PFTrack
	<i>Languages:</i>	Python, JavaScript, PHP, VBScript, AHK and Spanish
Familiar with:	<i>Software:</i>	Autodesk Maya, Mudbox, RealFlow, ZBrush, Eyeon Fusion
	<i>Languages:</i>	MEL, SQL

Education

2006	"3D Animation & Visual Effects" Diploma	Vancouver Film School
2007	"Digital Animation" Diploma (graduated with honors)	B.C.I.T. in Burnaby, BC

References

Chris Johnson, 3D Supervisor at TOPIX -- chrisj@topixfx.com -- tel: 416.971.7711

More references available upon request.