



Christopher McCabe

RIGGING TD

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 Los Angeles, CA

With over a decade of experience creating high-quality character, creature, and prop rigs for feature animation, I specialize in developing animator-friendly rigs, streamlining production workflows through Python scripting and tool development, and collaborating closely with modeling, animation, and CFX teams to deliver reliable, production-ready assets. My work is driven by a passion for solving technical challenges while enabling artists to create expressive performances.

At DreamWorks Animation I worked on major productions including Kung Fu Panda 4, Trolls 3 and Shrek 5. Creating complex character rigs and developing solutions for a wide range of production challenges.

Outside of work, I enjoy restoring and maintaining my 1928 Ford Model A. Working on a nearly century-old vehicle challenges me to think creatively, diagnose mechanical issues, and fabricate practical solutions when replacement parts or modern techniques aren't an option. It's a hands-on hobby that combines engineering, craftsmanship, and problem-solving. Many of the same skills I rely on as a Rigging Artist. Whether I'm troubleshooting an engine, rebuilding components, or improving reliability, I enjoy the process of understanding how things work and bringing them to life.

DREAMWORKS ANIMATION / RIGGING TD

Apr '22 - Dec '23 / May '25 - Current

- Rig and skin primary and secondary characters, along with their wardrobe and props.
- Collaborated with pipeline and software API to automate tasks.
- Provided training for new team members in CurGen and NextGen pipelines.
- Developed and maintained comprehensive training documentation to support onboarding processes.
- Foster strong collaboration with animators to meet asset standards, proactively identifying and resolving issues to ensure seamless animation production.

FRAMESTORE / RIGGING TD

Jan 2024 - July 2024

- Develop comprehensive, script-driven rigs tailored to meet animation requirements.
- Prototype, implement, and enhance puppet skeletons, cloth, and mechanical rigs.
- Achieve proficiency as both a user and contributor to an advanced rigging toolset.
- Develop intuitive tools to streamline animation workflows and enhance rig interaction.
- Diagnose and resolve rigging issues, actively gather artistic feedback, and meticulously adjust rig behavior to align with creative and technical standards.

COMPANY 3 / RIGGING SUPERVISOR

Mar 2020 - Apr 2022

- Supervise the daily operations the rigging department, ensuring efficient workflow, effective communication, and high-quality output.
- Collaborate with production teams to meet project deadlines and expectations.
- Implement a modular rigging system to replace linear workflows for character rigs.
- Develop modular rig components using Python.
- Assess and prioritize feature requests from the animation team, aligning development efforts with production needs.
- Administer and maintain the F.A.C.S. facial rigging system.
- Capture and process full-body and facial motion data for the animation library.
- Develop software tools to streamline daily departmental tasks.
- Diagnosis and resolve issue reported by animation at rig and shot level.
- Implement Git version control standards and practices for software tool development.

DNEG / RIGGING TD

Sep 2019 - Mar 2020

- Developed and enhanced rig modules within the Pinocchio rigging system.
- Created python libraries to automate common rigging tasks.
- Conducted pipeline testing and provided recommendations for ongoing enhancements.
- Collaborated with the CFX department to support the Ziva workflow.
- Provided support to secondary rigging department in Mumbai.
- Participated in production meetings to assess and prioritize development milestones.

BLUR STUDIO / RIGGING TD

Jun 2017 - Aug 2019

- Collaborated with the modeling and animation departments to create realistic characters.
- Developed rig functions and specifications based on animators' requests.
- Offered ongoing support for character rigs throughout production.
- Collaborated with leads and production staff to prioritize tasks effectively.
- Designed and created character effects, including cloth and fur simulations, to enhance realism and detail in animated sequences.