

NAZMI YAZICI

London, England, United Kingdom

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EDUCATION

Bachelor of Arts, Ege University
Faculty of Communication - Radio, Television and Cinema

Sep 2012 - Jun 2019
Izmir, Türkiye

SKILLS

Technical Skills Python, PySide, MEL, C++, Maya, Maya API
Languages Turkish, English

EXPERIENCE

Freelancer

Self-employed

Apr 2025 -
London, England, United Kingdom

- Saurus Animation: Creating the 3D Bellboy rig for Hotels.com
- Curve Animation: Creating an in-game/cinematics rig for their hit video game "Liar's Bar"
- Rig-it.net: Creating character rigs and designing pickers with MGPicker

Senior Rigging TD

Cinesite

Apr 2023 - Nov 2024
London, England, United Kingdom

- Building the rigs for characters and creatures
- Tool and module development, scripting with Python
- Building the rigs for digi-doubles, vehicles, and props
- Projects: KAOS, True Detective: Night Country, Nautilus, Frameless, Forsaken, The Family Plan

Key Rigging Artist

MPC Film

Apr 2022 - Apr 2023
London, England, United Kingdom

- Building the deformation rigs for hero characters
- Building the body and the facial puppet rigs for hero characters
- Prop and environmental rigging for previz
- MEL scripting
- Project: Snow White

Character TD

anima istanbul

Jul 2021 - Feb 2022
Istanbul, Türkiye

- Building the character and the prop rigs for TV commercials.
- Maintaining the character rigs for "mini anima", a Youtube Kids channel.
- Projects: Turkcell, QNB Finansbank, Beko, Pinar, Ozmo, Tat, Baymak.

Rigger

GFDS

Mar 2019 - Jul 2021
Ankara, Türkiye

- Building the rigs for characters, props, and vehicles in realistic and cartoony styles.
- Creating tools and writing scripts in Python to help my teammates and speed up my rigging workflow.
- Exporting the rigs to game engines for several VR/AR projects and real-time rendering.
- Projects: Aselsan, Havelsan, Turkish Aerospace Industries, Vestel, Otokar, Oxivo.