

NAZMI YAZICI

London, England, United Kingdom

info@nazmiprinter.com ◇ www.nazmiprinter.com ◇ IMDb ◇ LinkedIn ◇ GitHub ◇ Vimeo

EDUCATION

Bachelor of Arts , Ege University Faculty of Communication - Radio, Television and Cinema	Sep 2012 - Jun 2019 <i>Izmir, Türkiye</i>
---	--

SKILLS

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

EXPERIENCE

Freelancer Self-employed	Apr 2025 - <i>London, England, United Kingdom</i>
------------------------------------	--

- 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 <i>London, England, United Kingdom</i>
--------------------------------------	---

- 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 <i>London, England, United Kingdom</i>
---------------------------------------	---

- 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 <i>Istanbul, Türkiye</i>
---------------------------------------	---

- 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 <i>Ankara, Türkiye</i>
-----------------------	---

- 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.