

# Ilke Alers

## Character Rigger

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## Experience

Mar 2020 – Nov 2023



### Epic Games | *Character Rigger*

Building high quality facial rigs and blendshape modeling for MetaHuman and both client and other internal projects using 3Lateral in-house tools and pipeline.

*MetaHuman, Black Myth: Wukong Cinematic, Horizon Forbidden West: Burning Shores*



Mar 2019 – Mar 2020

### Cubic Motion | *Junior Character Rigger*

Facial rigging on various client and research projects, using different rigging pipelines from joints only rigs to full blendshape rigs.

*Mafia 2: Definitive edition, Yakuza 7, KDA Worlds 2020*



Feb 2018 – Sep 2018

### Wonder Media | *Intern & Junior Rigger*

Internship and student job as a character rigger working on multiple in-house projects. Rigs were created for a custom real-time engine.

## Skills

### Rigging – Maya

Advanced knowledge of facial rigging following FACS principles and good understanding of body rigging in Maya.

### Blendshape modeling – Maya, ZBrush

Experience in blendshape modeling for facial rigs in both Maya and ZBrush.

### Anatomy

Advanced knowledge of facial anatomy and good understanding of body anatomy.

### Scripting – Python, Mel

Scripting knowledge in Python and Mel for creating tools in Maya.

## Education

2014-2018

### Digital Arts and Entertainment

Bachelor's degree with a major in VFX and 3D animation, Howest, Belgium

2017

### CGMA Rigging Workshops

Rigging techniques: Cartoon to realistic, Character facial rigging for production

I am trained in FACS based facial rigs and realistic facial movement.

But I am fascinated by all sorts of rigging! Especially character body and creature rigging.

Currently based in Amsterdam, Netherlands

**Nationality:** Belgian

**Languages:** Fluent Dutch and English. Basic French

**Degree:** Bachelor Digital Arts & Entertainment, major in VFX & 3D Animation



[www.ilkealers.com](http://www.ilkealers.com)



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