Nathan Comes

Principal Rigging Tech Artist & AI Tools Developer

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SUMMARY

Principal-level Rigging Tech Artist and AI tools developer with **15+ years** shipping AAA titles across console, PC, and mobile. Architect of production-scale rigging frameworks, AI-powered DCC assistants, and cross-platform pipeline tools used at multiple studios. Deep expertise in Python, Maya, Unreal Engine, and MotionBuilder — now building intelligent tools that integrate LLMs directly into artist workflows.

TECHNICAL SKILLS

Languages	Python, PyMEL, MEL, C#, TypeScript, SQL
DCC / Engine	Maya, Unreal Engine 5, MotionBuilder, Blender
AI / ML	Claude API, OpenAI API, LLM Orchestration, RAG, Vector Embeddings, MCP
Web / Backend	Next.js, FastAPI, PostgreSQL, WebSockets, TailwindCSS
Specialties	Character Rigging, Auto-Rigging Frameworks, Pipeline Architecture, Tool Development

EXPERIENCE

Principal Rigging Tech Artist — Rascal Games

Feb 2025 — Present · Remote

- Lead rigging architecture and character pipeline development for an unannounced title.
- Designing AI-integrated tooling to accelerate production workflows across Maya and Unreal Engine.

Senior Rigging Tech Artist — Worlds Untold

Jun 2024 — Feb 2025 · Remote

- Built rigging systems and production pipeline tools for a new AAA studio across Maya and Unreal Engine.

Lead Rigging Technical Artist — Counterplay Games

Oct 2021 — May 2024 · Emeryville, CA

- Architected FRAG — a modular rigging framework with 40+ auto-discovered component types, full serialization, and single-call rebuild from template files.
- Built cross-platform tools for Maya, MotionBuilder, Unreal, Blender, and standalone Python.
- Automated the facial pipeline converting blendshapes to joint-driven deformation.
- Led the rigging team — sprint planning, cross-team communication, and quality standards.

Senior Rigging Technical Artist — Bungie

Nov 2016 — Oct 2021 · Bellevue, WA · *Destiny 2 — 8+ releases*

- Rewrote and automated the facial rigging content creation pipeline.
- Rigged characters and creatures for cinematics across multiple expansions.
- Maintained and revamped studio-wide tools and production pipeline; created ShotGrid Maya integration.

Lead Technical Animator / TA — Microsoft

Feb 2016 — Oct 2016 · Redmond, WA · *Xbox Avatars (2nd Gen)*

- Built animation/modeling pipelines, an auto-rigger, animation/pose library, and Avatar Factory in Maya.
- Managed outsourcing studios and weekly team planning.

Lead Technical Animator / Animator — Signal Studios

Oct 2011 — Dec 2015 · Bothell, WA · *Shipped: Savage Lands, Toy Soldiers War Chest, Ascend: Hand of Kul, Toy Soldiers Complete*

- Wrote the DCC codebase including a custom rigging system. Rigged all biped, quadruped, turret, and vehicle characters.
- Created animation and modeling tools; led team scheduling and cross-department communication.

Visual Data Specialist — Google

Jun 2010 — Oct 2011 · Kirkland, WA

- Managed a team of 25. Rigged and animated characters for internal presentations and prototypes.

NOTABLE PROJECTS

Notera — AI Production Platform

Full-stack AI platform for production teams. Multi-tenant with domain-specific AI agents, real-time WebSocket streaming, Monday.com integration, and column-level encryption. Built with Next.js, FastAPI, PostgreSQL, and multi-model LLM orchestration.

MCA AI Assistant — Maya Co-Pilot

AI assistant embedded in Maya via custom PyQt UI. Multi-provider LLM support (Claude + OpenAI) with tiered intelligence routing, full codebase knowledge injection, MCP tool discovery, and runtime code execution with safety-level classification.

FRAG — Rigging Framework

Modular component-based rigging system for Maya. 40+ auto-discovered component types, network-node metadata, full rig serialization to templates, and single-call rebuild. 15 production templates shipped.

EDUCATION

University of Toledo — Computer Science (1996 — 1999)

Seattle Art Institute — Rigging & Animation (2008 — 2010)

Animation Mentor — Animation (2010 — 2011)