

Kimon Matara Technical Artist	LinkedIn https://www.linkedin.com/in/kimonmatara/ Website https://www.kimonmatara.com/ Location Cyprus (EU) Phone Number 00357-99836669 VAT Number 01168685F	
Skills and Interests	I have twenty years of experience rigging characters in Maya, much of it spent developing pipelines from scratch at high-end studios like Framestore. My rigging style is maths-driven, modular and procedural. I love programming in Python, and this has led me to some deep experiments in language constructs (see https://kimonmatara.github.io/riggery) as well as mashups and integrations via REST and other means (e.g. adding one-button lipsync to Maya via Nvidia Omniverse). I'm very sensitive to UX and UI design. I spend a lot of time thinking about how to reduce complexity and make tools more intuitive to use, for example through tight scoping and context control. Similarly, I love producing clear documentation. I dislike diagrams; I believe that complex technical knowledge is best imparted by getting end-users up and running as quickly as possible, and letting systems reveal themselves in practice. I can draw, and have worked professionally as a digital illustrator. I am very influenced by 70s European comic artists (e.g. <i>Metal Hurlant</i>), which I grew up copying, as well as 20th century modernism. I also write and perform music, a curious mixture of arena rock and Balkan folk.	
Studios & Clients	BlueBolt, London (remote) Lead Character TD (contract) on 'Werewolf' 2026	10 Chambers, Stockholm (remote) Senior TA / TD (contract) 2022-2025
	Cinesite (VFX), London (remote) Lead Rigger (contract): <i>Wakanda Forever</i> 2022	Moving Picture Company (Episodic), London (remote) Senior Rigger (contract): <i>Lost in Space</i> , <i>Wheel of Time</i> , <i>Prehistoric Planet</i> 2021
	Moving Picture Company (Commercials), London (remote) Senior Rigger (contract): <i>Balenciaga</i> , <i>Arm & Hammer</i> 2021	Acute Art, London (remote) Lead Rigger (freelance): <i>Nina Chanel</i> , <i>Cao Fei</i> , <i>Lu Yang</i> , <i>Bjarne Melgaard</i> 2020-2021

	Passion Pictures, London (remote) Lead Rigger (freelance): <i>VS Trolls</i> 2019	nineteentwenty, Bristol (remote) Lead Rigger (freelance): <i>Run the Jewels</i> and others 2016-2020
	Time Based Arts, London (remote) Senior Rigger (freelance): <i>Virgin Media</i> 2020	Anagram, London (remote) Lead Rigger (freelance): <i>Goliath</i> 2020-2021
	Nexus Productions, London (remote) Lead Rigger (freelance): <i>BendyBand AR Stickers</i> 2018	Electric Theatre Collective, London Lead Rigger (freelance): <i>League of Legends: Pentakill, Great Western Railway, Legoland, Carphone Warehouse</i> 2016-2018
	Jellyfish Pictures (remote) Lead Rigger (freelance): <i>BBC Neanderthals</i> 2016	Freefolk, London Lead Rigger (freelance): <i>Smythsons</i> 2016
	Blink Ink, London Technical Director (freelance): <i>BT, Australia Pharmacy</i> 2013-2014	Framestore, London Head of Rigging / Lead Rigger (perm, freelance): <i>Spectre, Harry Potter and the Deathly Hallows Part I, Coca-Cola 'Siege', KIA: This or That, Audi 'Powerwalk', Lotto 'Apes' and others</i> 2009-2016
	Aardman, Bristol Rigger (freelance) 2007	Bermuda Shorts, London 3D Lead (freelance) 2006
	Rushes, London 3D Generalist (freelance) 2007	Th1ng, London Senior 3D Generalist (perm, freelance) 2005-2009
	Graal, Athens Creative Director 2003	URGH! Productions, Athens Animator 2003

	Foundation for the Hellenic World, Athens 3D & 2D Animator (freelance) 2001-2004	
Show Awards	2016 Design Week TV	Film & Video Graphics, <i>Bond: Spectre</i> (Framestore)
	2015 Kinsale	Bronze, Best Use of VFX, <i>Shell Shapeshifter</i> (Framestore)
	2015 AEAf	Gold in Commercials Animation, <i>Shell Shapeshifter</i> (Framestore)
	2014 AEAf	Silver in Commercials Animation, <i>Audi Powerwalking</i> (Framestore)
	2012 British Animation Awards	Best 3D Commercial, <i>Coca-Cola Siege</i> (Framestore)
	2012 D&AD	Animation for Film & Advertising, <i>Coca-Cola Siege</i> (Framestore)
	2012 British Animation Awards	Best TV / Film Graphics, <i>The Tale of Three Brothers</i> (Framestore)
	2011 Clio	Silver in Visual Effects, <i>Coca-Cola Siege</i> (Framestore)
	2011 Clio	Silver in Animation, <i>Coca-Cola Siege</i> (Framestore)
	2011 Clio	Silver in Technique, <i>KIA This Or That</i> (Framestore)
	2010 Nielsen	Automotive Ad, <i>KIA This Or That</i> (Framestore)
Open Source	Riggery for Maya PyMEL-inspired, but written from the ground up with a focus on rigging.	https://github.com/kimonmatara/riggery https://kimonmatara.github.io/riggery
Teaching	International Motion Festival @ European University, Nicosia 'Crash Course in Character-Based 3D Commercials Production' 2013	
	University College for the Creative Arts, Maidstone Sessional Lecturer in 3D Animation 2006-2008	

Research	Technology Strategy Board, London I led a proposal for a feasibility study on skeletonisation software in collaboration with the research department at Bournemouth University. This won a matched-capital award of £90,000. 2012
Education	Bournemouth University / MA in Computer Animation 2000 University of Westminster / BA Hons (1st class) in Illustration 1999