



JACK DANZIGER

3D Animator & Character Rigger

Contact

danzj19@gmail.com
(1) 917-224-2326

Skills

3D Animation
Character Rigging
3D Texturing
Adobe Certified

Software

Autodesk Maya
Blender
Substance Painter
Premiere Pro
Unreal Engine
Pro Tools

Portfolio



Profile

3D animator with experience in rigging human and non human characters. I began studying 2D animation so I understand proper anatomy, as well as the perception of naturally animated movement.

I enjoy dynamic gestures and expressive rigging.

Experience

- **3D Animator & Rigger (Student Short film: Sticky Situation)**
March 2025 - June 2025

Sticky Situation is a 2D & 3D Hybrid student film about a non human slime girl that is seeking to find a gift for her mother. This project taught me the importance of branching out my skills and learning the work process of other members on the team. I animated and rigged the main antagonist and rigged most 3D objects.

Education

- **Animation B.F.A at Savannah College of Art and Design**
September 2022 - Graduating June 2026

At SCAD, I major in 3D Animation with a concentration in character animation. I have studied proper anatomy, through live modelling sessions and taken minor classes in VFX, sound design, and storyboarding.

- **Introduction to Rigging at Nexttut Education by Udemy**
May 2025 - June 2026

This course taught me how to develop skills in rigging and prepare me towards more advanced classes. I learned how to industry standard organize my outliner, create FK/IK switches, personalize controls, and branch outside human anatomy.