

Àngel Cónsola López

Contact



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[Portfolio](#)

Junior Rigger &
Technical Artist

Education

- 2020 - 2024 ■ **Video Game Design and Development [CITM, UPC]**
Final Project: Biped animal rig compatible with Unreal Engine
- 2024 - 2025 ■ **Master's in Rigging and Character FX [U-tad]**
Final Project: Advanced quadruped rig, using matrix constraints and Python limb auto-rig tool.

Skills

- Python - Intermediate
- C#/C++ - Basic
- Game Design/Development
- QA Tester

Software

- Autodesk Maya - Advanced
- Blender - Basic
- Houdini - Basic
- Unreal Engine - Intermediate

Languages

- Catalan - Native
- Spanish - Native
- English - C1

Profile

I am a Junior Rigging Artist with a background in programming, driven by solving complex rigging challenges. I work mainly in Maya and have experience developing Python tools and integrating rigs into game engines.

Experience

- **3D Rigging Artist | Apr 2026 - Present**
Bone Garden
Responsible for the rigging of a six-legged arachnoid robot and Python tools to improve pipeline workflow for an unannounced film. As well as developing the pipeline to rig and animate a proxy version and transferring the data to the final model.
- **3D Rigging Artist | Jun. 2025 - Oct. 2025**
24Pack
In this project, I was responsible for developing the rig for a bipedal robot and various props compatible with Unreal Engine for the video game Not My War. During development, my role transitioned to solving any technical and asset compatibility issues when integrating them into Unreal, as well as optimizing rigs.
- **Video Game QA and Localization | Jul. 2022 - Jan. 2025**
Freelance
In addition to my technical profile, I have experience in video game development and publishing. I have contributed to AAA titles such as Black Myth: Wukong, serving as a Localization Editor for text review. I have also worked in the indie sector as a Design Analyst and QA for games like Vegangsters (exhibited at the Indie Dev Day in Barcelona), as well as various titles published on Steam, the Play Store, and the App Store.