

Benjamin Fichet

Senior Rigging & Technical Artist — animated series and feature films

10+ years in animation France · Canada · Spain

Senior rigger with ten years across animated series and feature films, as rigging artist, lead, supervisor and tools developer. Since childhood I've been drawn to art, math and tech at once; rigging is where they meet, so I never had to choose. That path has taken me from France to Canada and now Spain, and I'm happy to move again for the right project.

EXPERIENCE

Skydance Animation Madrid, Spain 2026 – present

Senior Rigging Artist 2026-01 – present

- **Feature film in production — under NDA** — Rigging development on a feature film in production: the studio's multi-show rigging API (body, facial, tools, workflow) and character rigs. Details under NDA.

Blue Spirit Studio Angoulême, France 2024 – 2025

Senior Rigging Artist 2024-12 – 2025-03

- **Blue Eye Samurai - Season 2** animated series, Netflix — Part of the team that converted the season 1 character rigs, built in 3ds Max, to the studio's mGear-based Maya setup for season 2 — largely by hand, body and facial, keeping the complex human characters compatible and fast.

Mikros Animation Montréal, Canada 2020 – 2022

Senior Rigging Artist 2020-04 – 2022-06

- **Animated series in preproduction — under NDA** — Preproduction character rigs on an animated series, while the pipeline was being set up.
- **Look-of-picture test — under NDA** — Character and prop rigs on a look-of-picture test for a feature film, in a two-rigger team; pipeline bugs tracked down across sites and fixed with the TDs.
- **Thelma the Unicorn** feature film, Netflix feature — Mostly quadruped rigs — Otis, Danny, Reggie and others — plus props, and some rig pipeline development in Python for the studio's in-house rigging system.

Blue Spirit Studio Montréal, Canada 2018 – 2019

Rigging Supervisor 2018-07 – 2019-12

- **Tom Sawyer** animated series, Cyber Group Studios, France Télévisions *also Lead Rigging Artist* — Lead and supervisor on the show's rigging: led character and prop rigs through preproduction, then supervised the team — rig reviews, validations, retakes, MaxScript tools for pipeline and automation, coordination between Angoulême and Montréal.
- **Runes** animated series, Canal+ *also Rigging Artist* — Mostly rigged assets myself — characters and props — while staying rigging supervisor in Montréal: validations, fixes, and support for the animation team.
- **Various ongoing productions and projects** animated series — Rigging supervision and support across the studio's other shows in production at the time.

Rigging Developer 2019-04 – 2019-12

- **Splat & Seymour** animated series, TF1 *also Rigging Supervisor* — Mostly developed Ksper, the autorig the show was rigged with, while staying rigging supervisor when needed: supported the Montréal animation team on the rigs made in France.
- **Ksper Framework** autorig framework, in-house autorig — Re-implemented a proof of concept into a stable, modular autorig system for character rigging. Wrote a small C# compiler for MaxScript that let the framework inject MaxScript or Python at chosen points.

Lead Props Rigger 2019-04 – 2019-12

- **Gigantosaurus - Season 3** animated series, Disney Junior — Led props rigging: built and validated the rigs for environment assets — rocks, plants, accessories — and backed a former colleague on set validations.

Lead Rigging Artist 2017-12 – 2018-05

- **Arthur and the Children of the Round Table** animated series, Canal+ — Led a large rigging team. Complex rigs for humans and creatures — horses, dragons, griffins, bats, boars — plus MaxScript tools and patches. Reviewed rigs, ran validations and retakes, kept the Angoulême and Montréal animation teams aligned on what the rigs could do.

Co-Lead Rigging Artist 2017-02 – 2017-12

- **Our Pirates Next Door** animated series, Cyber Group Studios, France Télévisions — Co-led rigging for characters and props. Wrote MaxScript tools for automation, reviewed rigs, and handled the animation teams' rigging requests across Angoulême and Montréal.

Props Rigger 2017-01 – 2017-02

- **Pachamama** feature film, Netflix feature — Props rigs built to sit seamlessly in a hybrid 2D/3D feature.

Junior Rigging Artist 2016-01 – 2017-01

- **Loopdidoo - Season 3** animated series, France 5 — Main rigger on the show: character rigs (Loopdidoo first) and props like toys, kept pipeline-compliant through MaxScript automation.
- **The Mysterious Cities of Gold - Season 3** animated series, TF1 — Character rigs, body and facial, for the returning cast.

Junior Fix Animator & Rigger 2015-11 – 2016-04

- **Zorro, the Chronicles** animated series, Cyber Group Studios — Character animation and rigging fixes — with MaxScript on the side, to go faster. First production.

SKILLS

RIGGING	Character, creature & quadruped rigs · Facial rigs · Props rigs · Skinning (ngSkinTools, multilayer) · Autorig systems · Rig conversion 3ds Max → Maya · Rig validation & retakes · Cross-site pipelines
TOOLS & PIPELINE	Python · Maya API / PySide (some OpenMaya) · MaxScript · C# · C++ / MaxSDK · Rigging APIs & autorig development · Linear algebra for rigging · ShotGrid · Git · Jira
SOFTWARE	Maya · 3ds Max · Photoshop · After Effects, Boujou, MotionBuilder (self-training)
LEADERSHIP	Rigging supervision · Team management · Asset validation · Multi-site coordination
BEYOND RIGGING	C / C++ · D · Perl · Ruby · TypeScript · x86/x64 assembly & reverse engineering · AVR / Arduino electronics · Soldering & console modding

PERSONAL PROJECTS

3ds Max script encryption 2020 – 2022 — Reverse-engineered the 3ds Max binaries to find the script-decryption code that ships hidden and blocked, then called it through a C++ class with a swapped vtable — no brute force. A way into low-level work; kept private.

Symorph 2010 – 2011 — Wrote a native 3ds Max plugin in C++ with the MaxSDK that mirrors morph targets properly — the first real dive into 3ds Max native development.

Electronics & hardware hacking since 2006 — Microcontroller projects and board-level soldering, from small prototypes to modding consoles.

Reverse engineering & low-level since 2006 — Assembly studied from x86 down to 8-bit chips; crackmes and debugging as a hobby.

EDUCATION

Studio Mercier — École supérieure d'infographie 3D 2007 – 2010 France

Diploma in 3D Animation — Preparatory year in drawing, then modeling, rigging and animation fundamentals — Maya, 3ds Max.

Self-taught, since childhood

Programming and digital art — Perl, Ruby, C and C++ early on; later D, Python and TypeScript. Photoshop, After Effects, Boujou, Maya and 3ds Max long before school — and painting, a lifelong practice that still shapes how I look at composition and color.

LANGUAGES

French native · **English** fluent · **Spanish** beginner