Kimon Matara

Technical Artist

LinkedIn https://www.linkedin.com/in/kimonmatara/
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Location
Cyprus (EU)

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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. *Metal Hurlant*) , 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

10 Chambers, Stockholm (remote)
Senior TA / TD (contract)
2022-2025

Cinesite (VFX), London (remote)
Lead Rigger (contract): *Wakanda Forever*
2022

Moving Picture Company (Episodic), London (remote)
Senior Rigger (contract): *Lost in Space, Wheel of Time, Prehistoric Planet*
2021

Moving Picture Company (Commercials), London (remote)
Senior Rigger (contract): *Balenciaga*, *Arm & Hammer*
2021

Acute Art, London (remote)
Lead Rigger (freelance): *Nina Chanel, Cao Fei, Lu Yang, Bjarne Melgaard*
2020-2021

Passion Pictures, London (remote)
Lead Rigger (freelance):*VS Trolls*
2019

nineteentwenty, Bristol (remote)
Lead Rigger (freelance): *Run the Jewels* and others
2016-2020

Time Based Arts, London (remote)
Senior Rigger (freelance): *Virgin Media*
2020

Anagram, London (remote)
Lead Rigger (freelance): *Goliath*
2020-2021

Nexus Productions, London (remote)
Lead Rigger (freelance): *BendyBand AR Stickers*
2018

Electric Theatre Collective, London
Lead Rigger (freelance): *League of Legends: Pentakill, Great Western Railway, Legoland, Carphone Warehouse*
2016-2018

Jellyfish Pictures (remote)
Lead Rigger (freelance): *BBC Neanderthals*
2016

Freefolk, London
Lead Rigger (freelance): *Smythsons*
2016

Blink Ink, London
Technical Director (freelance): *BT, Australia Pharmacy*
2013-2014

Framestore, London
Head of Rigging / Lead Rigger (perm, freelance): *Spectre, Harry Poter and the Deathly Hallows Part I, Coca-Cola 'Siege', KIA: This or That, Audi 'Powerwalk', Lotto 'Apes' and others*
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, *Bond: Spectre* (Framestore)

2015 Kinsale	Bronze, Best Use of VFX, *Shell Shapeshifter* (Framestore)	
2015 AEAF	Gold in Commercials Animation, *Shell Shapeshifter* (Framestore)	
2014 AEAF	Silver in Commercials Animation, *Audi Powerwalking* (Framestore)	
2012 British Animation Awards	Best 3D Commercial, *Coca-Cola Siege* (Framestore)	
2012 D&AD	Animation for Film & Advertising, *Coca-Cola Siege* (Framestore)	
2012 British Animation Awards	Best TV / Film Graphics, *The Tale of Three Brothers* (Framestore)	
2011 Clio	Silver in Visual Effects, *Coca-Cola Siege* (Framestore)	
2011 Clio	Silver in Animation, *Coca-Cola Siege* (Framestore)	
2011 Clio	Silver in Technique, *KIA This Or That* (Framestore)	
2010 Nielsen	Automotive Ad, *KIA This Or That* (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