NADIM AKEL

JUNIOR CHARACTER RIGGER · TECHNICAL ANIMATOR
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PROFESSIONAL OBJECTIVE

Junior character rigger and technical animator with training in 3D animation and character production. Experienced in character rigging, facial rigging, skinning and deformations in Maya. An animation background that supports building rigs animators find intuitive and contributing to efficient production pipelines.

EDUCATION

NAD-UQAC - Montreal, Canada
Bachelor of 3D Animation and Digital Design | May 2026

Notre Dame University - Beirut, Lebanon
Bachelor of Computer Graphics and Animation | Dec. 2021

PROFESSIONAL EXPERIENCE

PlanetHoster - Montreal, Canada
Project Coordinator - Promotional Video | Jul. 2025 – Feb. 2026

- Coordinated the production of a promotional video, from planning through final delivery.
- Collaborated with creative and technical stakeholders to organize tasks and deliverables.
- Tracked production progress and communicated needs and adjustments as they arose.
- Contributed to the creation and delivery of 3D and visual content for the final promotional video.

StudioVision / MTV News - Beirut, Lebanon
Intern - Graphic Design and Animation | Dec. 2021 – Feb. 2022

- Contributed to the production of graphic content and animation in a professional environment.
- Worked with the graphics and animation teams on a range of production tasks.
- Worked within an established production workflow, meeting deadlines and project requirements.

Freelance - Beirut, Lebanon
3D Animator / 3D Generalist | Jan. 2021 – Mar. 2021

- Delivered 3D animation and tracking projects for a range of clients.
- Produced visual content aligned with project needs, objectives and deadlines.

SELECTED PROJECTS

Final Project - Character Rigging and Animation
Lead rigger on two characters, with additional contributions to animation, lighting and compositing.
Software: Maya · Nuke

Cynophobia - Character and Dog Rigging
Rigged both the character and the dog for a collaborative 3D animation project.
Software: Maya

Sno Rig - Character Rigging and Deformations
Full character rig: body controllers, facial setup and secondary deformations.
Software: Maya

Eri - Facial Rigging
Built facial controllers and a deformation system capable of a full range of expressions.
Software: Maya

Scripting/Pipeline : Python (In apprenticeship)

CORE SKILLS

Rigging and technical animation: Character rigging · Facial rigging · Skinning · Deformations · Joint setup · Controllers · Constraints · Secondary deformations

Animation: Character animation · Body mechanics · Acting · Animation principles

Software: Maya · 3ds Max · Blender · Houdini · ZBrush

Scripting/Pipeline : Python (In apprenticeship)

VFX and compositing: Nuke · After Effects · Premiere Pro

Languages: French, English, Arabic

DEMO REEL

Rigging reel: https://vimeo.com/1223559111

Animation reel: https://vimeo.com/1210266717