

Nathan Comes

Principal Rigging Technical Artist | AI Tools Developer

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16+

Years shipping games

8+

Destiny 2 releases

7

Studios incl. Bungie,
Microsoft & Google

40+

Component types in
FRAG rig framework

SUMMARY

Principal-level Rigging Technical Artist and AI tools developer with **16+ years shipping AAA games** across console, PC, and mobile, including **Destiny 2** at Bungie and **Xbox Avatars** at Microsoft. I build the systems that sit between artists and the engine: modular auto-rigging frameworks, automated facial pipelines, motion capture workflows, and cross-DCC tools for Maya, Unreal Engine 5, and MotionBuilder. Go-to person for **stylized and non-human characters** whose constraints break off-the-shelf tools. Now bringing LLMs directly into artist workflows with AI co-pilots and MCP-driven tooling.

TECHNICAL SKILLS

Languages	Python, PyMEL, MEL, C#, TypeScript, SQL
DCC / Engine	Maya, Unreal Engine 5, MotionBuilder, Blender, ShotGrid, PyQt
AI / ML	Claude API, OpenAI API, LLM Orchestration, RAG, Vector Embeddings, MCP
Web / Backend	Next.js, FastAPI, PostgreSQL, WebSockets, TailwindCSS
Specialties	Character & Creature Rigging, Facial Rigging, Auto-Rigging Frameworks, Motion Capture Pipelines, Pipeline Architecture, Tool Development

EXPERIENCE

Principal Rigging Tech Artist — Rascal Games

Feb 2025 – Sept 2026

Remote

- Owned rigging architecture and character pipeline development for an unannounced title.
- Designed AI-integrated tooling across Maya and Unreal Engine 5 to speed up day-to-day production workflows.

Senior Rigging Tech Artist — Worlds Untold

Jun 2024 – Feb 2025

Remote

- Built rigging systems and production pipeline tools for a newly founded AAA studio, spanning Maya and Unreal Engine.

Lead Rigging Technical Artist — Counterplay Games

Oct 2021 – May 2024

Emeryville, CA

- Architected **FRAG**, a modular rigging framework with **40+ auto-discovered component types**, full rig serialization, and single-call rebuild from template files; 15 production templates shipped.
- Built cross-platform tools spanning Maya, MotionBuilder, Unreal, Blender, and standalone Python.
- Automated the facial pipeline, converting blendshape-based faces to joint-driven deformation.
- Led the rigging team: sprint planning, cross-team communication, and quality standards.

Senior Rigging Technical Artist — Bungie

Nov 2016 – Oct 2021

Bellevue, WA • Destiny 2 — 8+ releases

- Rewrote and automated the facial rigging content-creation pipeline for Destiny 2.
- Rigged characters and creatures for cinematics across multiple expansions.
- Revamped and maintained studio-wide tools and production pipeline; built the **ShotGrid-Maya integration**.

Lead Technical Animator / TA — Microsoft**Feb 2016 – Oct 2016***Redmond, WA • Xbox Avatars (2nd Gen)*

- Built the animation and modeling pipelines, an auto-rigger, an animation/pose library, and Avatar Factory in Maya.
- Managed outsourcing studios and ran weekly team planning.

Lead Technical Animator / Animator — Signal Studios**Oct 2011 – Dec 2015***Bothell, WA • Shipped: Savage Lands, Toy Soldiers: War Chest, Ascend: Hand of Kul, Toy Soldiers: Complete*

- Wrote the studio's DCC codebase, including a custom rigging system; rigged every biped, quadruped, turret, and vehicle character.
- Created animation and modeling tools; led team scheduling and cross-department communication.

Visual Data Specialist — Google**Jun 2010 – Oct 2011***Kirkland, WA*

- Managed a team of 25; rigged and animated characters for internal presentations and prototypes.

NOTABLE PROJECTS**Notera — AI Production Platform**

Full-stack AI platform for production teams: multi-tenant, domain-specific AI agents, real-time WebSocket streaming, Monday.com integration, and column-level encryption. Built with Next.js, FastAPI, PostgreSQL, and multi-model LLM orchestration.

MCA AI Assistant — Maya Co-Pilot

AI assistant embedded in Maya through a custom PyQt UI. Multi-provider LLM support (Claude + OpenAI) with tiered intelligence routing, full codebase knowledge injection, MCP tool discovery, and runtime code execution with safety-level classification.

FRAG — Rigging Framework

Modular, component-based rigging system for Maya: 40+ auto-discovered component types, network-node metadata, full rig serialization to templates, and single-call rebuild. 15 production templates shipped.

EDUCATION**University of Toledo** — Computer Science**1996 – 1999****Seattle Art Institute** — Rigging & Animation**2008 – 2010****Animation Mentor** — Animation**2010 – 2011**