



Noel Mahoney

Animator

Passionate Animator with over nine years experience in film, TV and games driven to create compelling, story-driven, and action-packed performances for feature film, TV & games. Successful at completing memorable and dramatic shots for clients such as Marvel and Netflix. Versed in a wide range of animation styles, techniques and software programs including Maya. Proactive, energetic and engaged when it comes to teamwork and time management. Always open to learning new styles, technologies and techniques.

Contact



www.noelmahoney.com



noelmahoney88@gmail.com



Hybrid or Remote

Education

2021

Character Animation

Animation Mentor

- Advanced Acting
- Introduction to Acting
- Advanced Body Mechanics

2020

Character Animation

iAnimate

- Body Mechanics

2014 - 2015

Master of Arts

Digital Effects

Bournemouth University

Merit

2008 - 2011

Bachelor of Arts

Computer Games Modelling and Animation

First Class with Honours

University of Derby

Experience

January 2024 - Present

Industrial Light & Magic | London

Animator

- Undisclosed Project

March 2022 - September 2023

Cinesite | 10 Little Portland Street, London, W1W 7JG

Animator

- **Hijack** - Animation of two Fighter Jets.
- **The Witcher [Season 3]** - Animation involving hexipod creature and tentacle heads.
- **Black Panther: Wakanda Forever** - Digi-double animation and creature animation.
- **Aquaman 2** - Creature and Digital Double Animation.
- **Avenue 5 [Season 2]** - Camera & ship animation.

October 2020 - March 2022

Meta | 11-22 Canal Reach, London N1C 4BE

Environment Artist & Animator

Horizon Workrooms

- Conceptualized and created 3D real-time environments and assets optimised for Meta's Workrooms, a VR & AR virtual office space for Oculus Quest headsets.
- Collaborated with product designers to help design functionality and look of customisable features within Workrooms virtual offices, such as posters and logos.
- Assisted software engineers to implement art assets into technically complex features such as dynamic whiteboard and automatic.

Messenger Avatars

- Created compelling fun reaction animations for Facebook Messenger Avatars.

August 2020 - September 2020

Goodbye Kansas | 12-13 Poland St, London W1F 8QB

Lighting Artist

- **The 355** - Responsible for CG lighting hero skyscraper building in Shanghai sequence.

December 2018 - July 2020

Cinesite | 10 Little Portland Street, London, W1W 7JG

CG Generalist

- **The Bourne Stuntacular** - Animated single shot 2000-frame long vehicle chase, asset modelling, environmental layout.
- **Fate: The Winx Sage** - Environmental layout and cameras

Software

- Maya
- Photoshop
- Nuke
- Unreal Engine
- Premiere
- Ftrack/ Shotgun

Skills

- Character Animation
- Creature Animation
- Hard-surface Animation
- Drawing
- Client-facing Experience

Experience

February 2017 - December 2018

Industrial Light & Magic | Lacon House, London WC1N 3PB

Layout Artist

- **Aladdin** - Facial capture animation and retargetting for Will Smith's 'Genie'
- **Birdbox** - Matchmove, match animation and layout
- **Solo: A Star Wars Story** - Matchmove, match animation and layout
- **Avengers: Infinity War** - Matchmove, match animation and layout
- **Jurassic World 2** - Matchmove, match animation and layout
- **Star Wars: The Last Jedi** - Matchmove, match animation and layout

May 2016 - February 2017

Realise Studio / Freefolk | 24 Elder Street London, E1 6BT

CG Generalist

- **Year Million** - Developed conceptual team-leading designs for client during pre-production contributing towards overall shot composition and visual look
- **Emerald City [Series 1]** - Modelled, textured and lit environments and assets for large sequences of show.

April 2016 - May 2016

DNEG | 160 Great Portland St, London W1W 5QA

Matchmove Artist

Fantastic Beasts - Matchmove/Match Animation

September 2015 - April 2016

DNEG | 160 Great Portland St, London W1W 5QA

Runner

MA Digital Effects
Bournemouth University

September 2013 - August 2014

Rebellion | Riverside House, Osney Mead, Oxford OX2 0ES

Environment Artist

- **Zombie Army Trilogy**
- **Zombie Army 2**

May 2012 - September 2013

Blitz Games | Regent Square House, Leamington Spa CV32 4NS

Junior Environment Artist

- **Autodesk Architectural Visualiser**
- **Transformers Universe**
- **Vitalize**

BA Computer Games Modelling & Animation
University of Derby

References

Available upon request