Austen Molloy

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Open to remote, hybrid and relocation/ in-person opportunities. **Reel password: 1235**

RELEVANT SKILLS

- Animation production experience
- Versed in Maya, ShotGrid(flow), Harmony
- Good schedule/ deadline management
- Strong gesture and life drawing skills

- Understanding of animation principles and pipeline
- Strong acting skills, understanding of characters/ story
- Understanding of composition
- Implement critique effectively

PROFESSIONAL EXPERIENCE

3D Animator
Monster Puppy Productions, Barney's World
March 2024 – December 2024 (Remote)
- Kept up with quota and beyond within a fast-paced schedule
- Communicated with supervisors and the team when problems arise or to help
- Animated a wide range of shots, technically challenging and larger groups
- Adapted to show style quickly and got shot approval with minimally repeated notes
- Worked in Autodesk Maya, Shotgrid(Flow), work with tools such as AnimBot and Studio Library

2D Harmony Animator
Mouseworm Pilot
July 2023 - August 2023 (Remote)
- Worked in a fast-paced tv production schedule, completed assigned shots early and then took on extra shots.
- Collaborated with team when problems occurred, asked for help when stuck and helped others when I could.
- Communicated clearly with supervisors and implemented their critiques to reach the shows standards.

EDUCATION

Animation Diploma
Okanagan College – Sept 2021 – April 2023
- Majored in 3D and 2D animation, minored in Harmony rigging.
- Subjects included training in Layout and Design, Storyboarding, Character Design, Life Drawing, Communications
- Taught under industry professionals such as Chris Derochie, James Wood, Ben McSweeney, Logan McMillan, Ian Freedman, Jamal Pollack and Jerry Benninger
- Trained in programs such as Autodesk Maya, Toonboom Harmony and Storyboard pro, Photoshop and ShotGrid.
- Deans list each semester, received Merrifield Foundation Animation Award and OCSU Animation Bursary

BSc in Computer Science, one year
University of British Columbia – Sept 2019 – April 2020
- Learned basic coding concepts, learned calculus, graphing, various concepts in sciences.

VFX Compositing Boot Camp in Nuke
Vancouver Film School and Okanagan College – Aug 2018
- Learn the basics of Nuke and Compositing concepts.

VOLUNTEER SERVICE

Montclair State University
Dec 2023 – April 2024
- Did cleanup and rough animation on the student film "Ghosts Cant Pay Rent"

Low Entropy Foundation
Jan 2021 – Aug 2021
- Worked in various teams, led a small team to complete the minute long "What Is Empathy?" short film.
- Came up with ideas, storyboarded, created character designs, backgrounds and 2D animated.
- Edited videos under their instructions for their social media channels.

REFERENCES

Available upon request