

Noel Mahoney | 3D GENERALIST

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Show Reel & Portfolio: www.mahonimation.com



Summary

3D Artist and MA Digital Effects graduate from Bournemouth University (NCCA) who also holds a First Class Honours degree in Computer Games Modelling. Has two years experience as an environment artist in the games industry. Skilled in producing both simple and complex 3D artwork for clients to set timescales and budgets. Always aiming to produce beautiful moving images and go the extra mile. A team player that enjoys working with other talented hardworking people with aspirations to make amazing and inspiring work.

Skills

Modelling	Texturing	Lighting	Concept/Design
Environments	Match Moving	Compositing	Rotoscoping
Matte Painting	Basic Rigging	Basic Animation	Team Leading

Software

Maya	Houdini	Zbrush	Asura Game Engine
Photoshop	Nuke	Unreal Development Kit	BlitzTech Game Engine
3DS Max	xNormal	PF Track 2015	Perforce

Experience

Junior 3D Artist | Realise Studio May 2016 – Present London

Unannounced Project
Director: tba Primary responsibility is Layout for a high-profile TV show. Also tasked with pre-visualisation, modelling, texturing and lighting.

Camera + Body Tracking Artist | Double Negative Visual Effects April 2016 – May 2016 London

Fantastic Beasts
Director: David Yates Performing Camera line-ups using 3DEqualizer and Maya finished to feature film standard. Also created super tight Body Tracks for lead characters in the film.

3D Runner | Double Negative Visual Effects September 2015 – April 2016 London

Runner duties include transporting data to collaborating studios, preparing client meetings, general studio upkeep and fulfilling artists' needs. Also undertaking 3D training after work.



**Environment Artist | Rebellion
Oxford**

September 2013 – August 2014

Zombie Army Trilogy:
PC/Xbox One/PS4
[\(Gameplay Video Link\)](#)

Created 'City of Ashes' level from design to near completion. Environment built from scratch along with re-appropriated NZA2 art. Also lit and set-dressed environment. Left to study MA in at Bournemouth University.

Zombie Army 2 (NZA2):
PC
[\(Gameplay Video Link\)](#)

Created 'Crucible of Evil' level from design to completion. Environment built by joining previous levels together, customising to design, and then performance optimised. Level set-dressed and lit to reflect a 'John Carpenter' mood.

**Junior Environment Artist | Blitz Games Studios
Leamington Spa**

May 2012 – September 2013

R&D Department:

Responsible for project art direction and 3D environment creation for stylised PC based game.

Autodesk Architectural
Visualiser (PC):

Designed, modelled, textured, lit, optimized and bug fixed a real-time environment showcasing a modern house to an almost photo-realistic quality.

Wake Up with Disney:
iOS & Android

Modelled, textured, lit (through vertex bake) and optimised a Disney-style environment for iOS for a pitch to Disney.

Transformers Universe:
PC/Internet Browser

Modelled and textured (using only diffuse textures) low-poly vehicle props for Jagex's browser-based online game.

Vitalize (PC):

Modelled and textured high quality props for private client's third person shooter.

Education

MA Digital Effects | Bournemouth University (NCCA)

September 2014 – August 2015

Grade: *Master's with Merit (Distinction achieved for [Master's Project](#))*

- Thoroughly experienced full VFX production pipeline, both in theory and practice.
- All projects undertaken were from concept to completion focusing on developing and mastering 3D skills.
- Acquired skills in on-set/in-studio footage acquisition for both live action shooting and individual elements along with green screen shooting/extraction.

BA Computer Games Modelling and Animation | University of Derby

September 2008 – June 2011

Grade: *First Class with Honours*

- Published dissertation: [Stereoscopic 3D In Video Games \(ISBN: 978-1-4577-1451-1\)](#).
- Experienced in researching, planning, designing and creating environments and assets for game engines.
- Led and managed an art team of five people during group project.

References

Interests

They are available on your request.

Film, games, music, art, running, socialising, travelling.