

NOEL MAHONEY

CG GENERALIST

London, United Kingdom • 07581 108588 • noelmahoney88@gmail.com • www.mahonimation.com
Show Reel Password: **yavin4**

Summary

An experienced 3D Generalist/Layout Artist in the VFX Industry. Has over four years' experience in CG, two and a half of which in Visual Effects, plus two as a 3D environment artist in the games industry. Skilled in working with clients face to face to produce both simple and complex 3D artwork to set timescales and budgets. Primarily interested and experienced in modelling, texturing and lighting but also has a passion for cinematography. A team player who enjoys working with other talented hardworking people with aspirations to make amazing and inspiring work.

Skills

Layout Basic Animation
Modelling Matte Painting
Look Development Body + Camera Tracking
Lighting Compositing

Software

Maya Photoshop
Houdini 3D Equalizer
3DS Max Zbrush
Substance Nuke

Experience

Layout Artist | Industrial Light and Magic | *London*

February 2017 – Present

- Solo: A Star Wars Story: Heavily creative Layout from early stages to completion. Liaised directly with Lead Layout and VFX Supervisor to tackle compositional issues on the show.
- Avengers: Infinity War: Layout/Matchmove in the early stages of the project for a couple of months.
- Jurassic World 2: Layout/Matchmove tasks in the early stages of this project for a few weeks.
- Star Wars: The Last Jedi: Tasked with layout, match-animation and matchmove on the show.

CG Generalist | Freefolk | *London*

November 2016 – February 2017

- Unannounced Project: Heavily involved in pre-production of high-profile project and contributing towards overall visual look. Responsible for important CG look dev and shading tests, and layout on pre-viz shots to visualise and realise client ideas. Also researching into use of Substance Designer and Painter in a production environment (rather than games) and if it is possible to shade CG much faster than conventional methods.

Junior 3D Artist (Layout TD + Modeller) | Realise Studio/Freefolk | *London*

May 2016 – November 2016

- Emerald City: Responsible for most layout/camera work. Also, tasked with modelling, texturing and lighting, including during some hero shots.

Camera + Body Tracker | Double Negative Visual Effects | *London*

April 2016 – May 2016

- Fantastic Beasts: Performing camera line-ups using 3DEqualizer and Maya. Also created super tight Body Tracks for lead characters in the film.

3D Runner | Double Negative Visual Effects | London

September 2015 – April 2016

Site wide: Transported drives to collaborating studios, prepared client meetings, general studio upkeep across a 7-storey building. Undertook exceptional in-house 3D training.

Environment Artist | Rebellion | Oxford

September 2013 – August 2014

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

Zombie Army 2: 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 Team: Responsible for project art direction and environment creation for stylised PC 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.

Transformers Universe (PC): Modelled and textured 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 and on-set skills.
- Acquired skills in on-set/in-studio footage acquisition for both live action shooting and individual elements along with green screen shooting/extraction.
- Thoroughly practiced and developed the fundamentals of photo-realistic CG and its integration into live action film through the use of compositing using the LINUX operating systems.

BA Computer Games Modelling and Animation | University of Derby

September 2008 – June 2011

Grade: First Class with Honours

- Published dissertation on the use of [Stereoscopic 3D In Video Games \(ISBN: 978-1-4577-1451-1\)](#).
- Experienced in researching, planning, designing and creating environments and assets for game engines.
- Attended life drawing sessions to develop artistic ability.
- Led and managed an art team of five people during group project, producing a multi-track sci-fi racing game in 6 weeks for PC.

References

They are available on your request.

Interests

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