Jimmy O'Neil

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EXPERIENCE

Animator and Compositor, Aspire Studios, Hamilton, NJ (Sept. 2024 - Current)
- Storyboard & animate instructional videos for corporate use focusing on character emotion, expression, and interpersonal dynamics.
- Conceptualize character movement and create character rigs capable of replicating that vision.
- Create and animate additional motion graphics and background elements.

3D Generalist and Fabrication Artist, Cranford, NJ (Aug. 2023 - Dec. 2023)
- Utilize Maya, ZBrush, traditional media, fabrication techniques, 3D printing, and more to design and create various toy and keychain designs, miniatures for scenic designers of theatrical productions and commercial projects, 3D reference models for prop designers and animators working on 2D animation projects.

Lead Character Rigger, Late Night Cartoons Inc. (ViacomCBS), New York, NY (Sept. 2021 - May 2023)
- Design and create rigging templates and pipeline in Adobe Character Animator & Photoshop utilizing MOCAP, 2.5D Parallax controls, facial expressions, and gestures.
- Manage team, create assignments, track character assets, and track rigging progress across production.
- Test, troubleshoot, review, and correct all rigs and rig-related issues from animation & design teams.
- Collaborate with Design and Animation departments to create rigs with the most expansive range of motion and expression possible while maintaining stylistic consistency.

Storyboard Artist & Character Designer, Aspire Studios, Hamilton, NJ (April 2023 - May 2023)
- Create engaging storyboards in ToonBoom Storyboard Pro and Photoshop to pre-visualize commercial animation for studio team.
- Create multiple iterations and storyboard revisions to explore alternative story options and clean-ups.
- Design appealing characters in style dictated by project director.

Character Animator, Late Night Cartoons Inc. (ViacomCBS), New York, NY (Jan. 2020 - Aug. 2021)
- Animate characters using motion capture and keyframe animation.
- Create and edit 2D rigs using Adobe Character Animator & Photoshop.
- Create, test, and troubleshoot rig triggers, behaviors, and custom 2.5D parallax & controls.
- Make art adjustments when needed to ensure rig function.

EDUCATION
- **Montclair State University,** Montclair, NJ (Sept. 2014 - May 2018)
  Bachelor of Fine Arts in Animation

SKILLS
- **Software:** Adobe Suite, Autodesk Maya, ZBrush, ToonBoom Storyboard Pro, and more.
- **Expertise:** Prop Design, Storyboarding, Story Development, Compositing, 3D Modeling & Printing.
- **Interests:** Cartoons, Weird Sounds, Juggling , Miniatures, Bad Puns and Worse Dance Moves.