

Jimmy O'Neil

CONTACT

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EXPERIENCE

Lead Character Rigger, Late Night Cartoons Inc. (ViacomCBS), New York, NY (Sept. 2022 - 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, and review all rigs and rig-related issues from animation team.
- Replace, adjust, and correct art assets when needed to optimize rigs and ensure visual 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.

Lead Character Rigger, Late Night Cartoons Inc. (ViacomCBS), New York, NY (Sept. 2021 - April 2022)

- Manage and track assets for 70+ characters while developing rigging pipeline for the show.
- Collaborate with Design and Animation departments to create rigs with the most expansive range of motion and expression possible while maintaining stylistic consistency.

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.

Freelance Artist, Cranford, NJ (June 2023 - Current)

- Collaborate with art/project directors to produce unique, artistic solutions for the client utilizing Photoshop, After Effects, Maya, traditional media, fabrication techniques, 3D printing, and more.
- Past projects include rigging for 'The Late Show with Stephen Colbert' animated specials, 3D sculpting and texture design for various toy and keychain designs, 3D printing for scenic designers of theatrical productions, various poster designs and illustrations, etc.

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, Substance.
- **Expertise:** Prop Design, Storyboarding, Story Development, Compositing, 3D Modeling/Sculpting/Printing, Juggling.
- **Interests:** Cartoons, Weird Sounds, Weightlifting, Miniatures, Bad Puns and Worse Dance Moves.