



JIMMY O'NEIL

Animator - Illustrator - Story Artist - Visual Development

CONTACT

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EDUCATION

Bachelor of Fine Arts in Animation (2018)
Montclair State University (Montclair, NJ)

EXPERIENCE

Character Rigger at Late Night Cartoons - 'Tooning Out the News'
(Jan. 2020 - Current)

- Create 2D character rigs using Adobe Character Animator.
- Create, test, and troubleshoot rig triggers, behaviors, and custom 2.5D parallax & controls.
- Replace, adjust, and correct art assets when needed to optimize rigs and ensure visual consistency.

Freelance Animator/Illustrator
(Current)

- Collaborate with art director to produce unique animations and illustrations utilizing Photoshop, After Effects, Maya, traditional media, and more.

Character TD - Rigging for 'Clumsy' directed by Lauren Carroll
(June 2018 - Sept 2018)

- Rigged multiple characters in Maya for animated short film.
- Rigs included iK/FK swatches, blendshapes, full facial rigs & GUI, stretchy spine/limbs, roundable/pinchable elbows & knees, custom hand/foot attributes, hidden mesh objects, and texture switches.

Teacher's Assistant for 'Intro to Painting' Courses at Montclair State University
(2017-2018)

- Instruct students at college level in the basics of oil painting.
- Guide group critiques and discussions to further student understanding.

SKILLS

- Proficient with the Adobe Suite and Autodesk Maya. Currently improving with ToonBoom, ZBrush, and Substance.
- Thorough understanding of audio software such as FL Studio (used for music/sound design).
- Excellent story-telling, editing/development, and problem solving abilities.
- Seamlessly composites assets of different mediums.

