

Zoe McCartney

Character Animator

zoemccartney.com

415.290.5086

mccartney.zoe@gmail.com

EXPERIENCE

Magic Hill Animation Studios

Character Animation January 2019 - Present

Responsible for creating character driven animation for the film *Hidden Dragon (2020)*.

BUCK Animation

Character Animator August 2018 - October 2018

Responsible for creating clear and detailed animation for humans and biped creatures.

Films in Motion

VFX Animation Artist March 2017 - November 2018

Compositor, VFX animator and motion graphics artist for films and branded content.

Name the Machine

Character Animator May 2018 - July 2018

Responsible for detailed animation of human characters for an interactive project.

Proof Inc.

Post-vis Animator November 2017 - February 2018

Created shots from storyboards and shot footage to enhance the visual storytelling. Animated characters, digital doubles, creatures, props, and vehicles. Established character blocking, helped refine camera position and movement. For the DC film *Aquaman*.

CounterPunch Studios

3D Facial Animator April 2017 - August 2017

Facial animator for photo-realistic AAA games. Created unique performances for each character, ranging from subtle to broad with clear emotional beats. Utilized facial tracking software when applicable. Game titles include *Injustice 2* and *The Evil Within 2*.

Creative Capers Entertainment

Animation Generalist June 2014 - February 2016

Responsible for animating scenes for a variety of projects in Maya, After Effects and Flash for clients including; *Walt Disney Interactive*, and *Walt Disney Imagineering*.

SELECTED PROJECTS

Hidden Dragon (2020)

Feature Film from Magic Hill Animation 2019 - 2020
Character animator for the upcoming animated feature.

Aquaman (2018)

DC Feature Film 2017-2018

Post-vis animator at Proof Inc. for the upcoming DC film.

Stranger Things AR stickers

Google Pixel 2 (phone) AR stickers 2018

While at BUCK, created key poses and animated characters from Stranger Things for the Google Pixel 2 phone's augmented reality feature.

EDUCATION

AnimSquad 2016, 2017

Coursework in Character Animation

iAnimate 2015 - 2017

Coursework in Character Animation

California College of the Arts 2010 - 2014

Oakland, California

Bachelor of Fine Arts in Animation

High Distinction

SKILLS

Maya · After Effects · Flash · Toon Boom · Faceware
Premiere · Photoshop · Illustrator

Compositing · Project management · Time management
Ability to work under pressure · Adaptability

Metal-work · Ceramics · Drawing · Sculpting