

# Zoe McCartney

## Character Animator

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### EXPERIENCE

#### **Magic Hill Animation Studios**

**Character Animator** January 2019 - March 2020

Responsible for creating character driven animation for the film *Hidden Dragon (2021)*.

#### **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 (2021)**

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.

#### **Google Pixel 2/ Stranger Things**

Google Pixel 2 (phone) AR stickers 2018

While at BUCK, worked on animation for the Google Pixel 2 featuring Stranger Things characters.

### EDUCATION

#### **AnimSquad 2016**

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