

Zoe McCartney

mccartney.zoe@gmail.com
zoemccartney.com
415.290.5086

Character Animator

EXPERIENCE

Ignite Animation Studios

Character Animator January 2021 - Present

Character animator for a heart-warming short film.

Zoe McCartney Animation

Animation Artist 2015 - Present

Animation artist on a variety of project, select clients include; The New Yorker, Wizard Animation, Films in Motion, Not my Monkey Media, Name the Machine, Lytei.

Magic Hill Animation Studios

Character Animator January 2019 - March 2020

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

BUCK Animation

Character Animator Apr 2018, Aug 2018 - Oct 2018

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

Proof Inc.

Post-vis Animator November 2017 - February 2018

Animated characters, digital doubles, creatures, props, and vehicles. Established camera positions and movement. For the DC film *Aquaman*.

CounterPunch Studios

3D Facial Animator April 2017 - August 2017

Facial animator for AAA games. 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. Clients include: Walt Disney Interactive, and Walt Disney Imagineering.

SELECTED PROJECTS

Hansel and Gretel (2021)

Feature film from Wizard Animation 2020

Responsible for character animation on this upcoming feature.

Hidden Dragon (TBA)

Feature film from Magic Hill Animation 2019 - 2020

Responsible for character animation on this upcoming feature.

Aquaman (2018)

DC Feature Film 2017 - 2018

Responsible for post-vis animation on the superhero film while working at Proof Inc.

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

SKILL & EXPERTISE

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

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

Animation · Metal-work · Ceramics · Drawing · Sculpting