

# niall farrell

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## EXPERIENCE

In the industry since 2010 with full-time and freelance experience as a Character Animator and Rigger. Character, creature and vfx animation in the game, commercial, film and web-tv series industry. Realistic and cartoony animation styles. Experience as an animation instructor at a community college.

### STUDIOS

Moontower VFX  
Portalarium  
Panic Button  
Meta 3d  
Kalani Games

### GAMES

Shroud of the Avatar  
Hulk Hogan's Main Event  
Kinect Star Wars

### FILM

Lazer Team

### COMMERCIALS

Many Scopely Games  
cinematic trailers &  
marketing clips for various  
IPs (Marvel, Star Trek,  
Walking Dead, Looney Tunes,  
WWE, Temple Run),  
Announcement video New  
Orleans Jazz Fest 2014,  
Spacetime Studios Call of  
Champions commercial, Riot  
Games Hextech Mayhem  
commercial

### WEB TV

Facebook Watch TV  
shows: Stereoscope,  
Kinderfanger, Mira Mira

### RIGGING

Marvel, Star Trek,  
Stereoscope, Kinderfanger

### TEACHING

Animation Instructor at  
Austin Community College

**SKILLS** Character Animation    Character Rigging using    Autodesk Maya    Shotgun Pipeline  
Creature Animation    Advanced Skeleton Auto Rigger    Autodesk 3ds Max    Mocap Cleanup

## Work History

Currently doing freelance animation work

**Moontower VFX - 6 years (3 freelance & 3 full time)** - Character animation and rigging on a wide range of projects and animation styles - cinematic commercials for Scopely Games (Marvel, The Walking Dead, Star Trek, Looney Tunes, WWE, Temple Run), including some character rigging for outside vendors; animation and rigging on Riot Games Hextech Mayhem trailer; animation and rigging for web TV (Facebook/Crypt TV shows - Stereoscope, Kinderfanger and Mira Mira); and cinematic animation for a Call of Champions game trailer

**Meta 3D - 10 months freelance** - Cinematic animation and video editing

**Portalarium (subcontracted thru Meta 3D) - 6 months freelance**- Game play animation and some character skinning for Shroud of the Avatar

**Kalani Games - 1 month freelance** - Character animation for game proof of concept

**Panic Button Games - 11 months freelance** - Cinematic and game play animation for Hulk Hogan's Main Event and Kinect Star Wars

**Austin Community College - 2016 to present** - part time (some evenings) - Adjunct Animation Instructor

## EDUCATION

**Animation Mentor, Diploma in Advanced Studies of Character Animation**

AnimationMentor.com, Emeryville, CA – Graduated: March, 2014

### Mentors:

Anthony Wong - **Pixar Animation Studios** – Pat Danaher - **DreamWorks Animation** –  
Mike Stern - **Pixar Animation Studios** – Raymond Ross - **Epic Games** – Ethan Hurd -  
**Company3 Animation** – Greg Whittaker - **DreamWorks Animation**

### Austin Community College

Austin, TX - Associates degree in 3D Animation – Graduated: August 2011