Jimmy O'Neil

Animator | Designer
Compositor | Rigger

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TECHNICAL SKILLS

Programs
Photoshop
After Effects
Adobe Character Animator
Premiere Pro
Adobe Animate
Autodesk Maya
ZBrush
ToonBoom
Substance

Expertise
Prop Design
Story Development
Storyboarding
Compositing
Mixed Media Animation
Character Rigging
3D Modeling/Printing
Project Development
Juggling

Interests
Cartoons | Weird Sounds |
Weightlifting | Fabrication |
Writing "Funny" Stories

EXPERIENCE

Sept. 2022 - Jan. 2023

Lead Character Rigger | 'Tooning Out the News'
Late Night Cartoons, Inc. (Comedy Central) | NY, NY

- Design and create rigging templates and pipeline in Character Animator & Photoshop utilizing MOCAP, 2.5D Parallax controls, facial expressions, and gestures.
- Test, troubleshoot, and review all rigs and rig-related issues from animation.
- Replace, adjust, and correct art assets when needed to optimize rigs and ensure visual consistency.

Sept. 2021 - April. 2022

Lead Character Rigger | 'Fairview'
Late Night Cartoons, Inc. (Comedy Central) | NY, NY

- (Similar to Lead Character Rigger description above).
- Manage and track assets for upwards of 70 characters.

Jan. 2020 - Aug. 2021

Character Rigger/Animator | 'Tooning Out the News'
Late Night Cartoons, Inc. (CBS/Paramount+) | NY, NY

- Create 2D rigs using Adobe Character Animator & Photoshop.
- Create, test, and troubleshoot rig triggers, behaviors, and custom 2.5D parallax & controls.
- Make art adjustments when needed to ensure rig function.

2018 - 2020

Freelance Animator/Illustrator

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

June 2018 - Sept 2018

Character TD/Rigging | 'Clumsy' (Animated Short)
Directed by Lauren Carroll

- Rigged multiple 3D characters in Maya for animated short film.
- Rigs included iK/FK swtiches, blendshapes, facial rigs & GUI, stretchy spine/limbs, roundable/pinchable joints, custom hand/foot attributes, hidden mesh objects, & texture switches.

EDUCATION

2018

Montclair State University | Montclair, NJ
Bachelor of Fine Art; Animation and Illustration