August 2020

Mark Molloy

**2D ANIMATOR AND DIGITAL ARTIST**

Corbeg, Tullaghan, Co. Leitrim

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DOB – 31st January 1998

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**Profile:**

* Educated in both classical drawing techniques and traditional 2D animation as well as some other technical disciplines.
* Multiple years of experience working as part of a team, where good time management and efficiency is an important factor.
* Experience working alongside clients as part of live briefs.

**Skills:**

2D animation; scene set up; video editing; traditional drawing; life drawing; background design; character design; illustration.

**Software Knowledge:**

Adobe Photoshop; Adobe After Effects; Clip Studio EX; Adobe Premiere and Adobe Animate.

**Employment:**

**Eclipse Cinemas Bundoran – 2016 – 2020**

* Gained good communication skills and gained experience working alongside others.
* Developed better time management and reinforced my ability to work under pressure.
* Gained some insight into the Animation industry and what does well in theatres, and how studios and companies make their product as appealing as possible for their target audience.

**Education:**

**Bachelor of Arts in Animation (Ord)**

Letterkenny Institute of Technology. 2016 – 2019

* Learned the basics of multiple industry standard software, such as the Adobe Suite and Maya.
* Further developed my understanding of 2D animation and the process if taking a project from storyboard to a fully finished piece.
* Practice with life drawing and traditional drawing techniques.
* Directed and animated the 2D short film “Daylight Robbery”.

**Bachelor of Arts in Animation (Hons)**

Letterkenny Institute of Technology. 2019 – 2020

* Co-directed and animated the 2D short film “Welcome to NeverPark”.
* Worked in a group with a client as part of a live brief, storyboarding and animating a music video for one of their songs.
* Researched transmedia and multi-platform stories, gaining useful knowledge on how to tell stories across multiple mediums effectively.
* Further practiced and developed my skills with multiple software’s such as Adobe Photoshop, Premiere, After Effects, and Clip Studio EX through animating and editing over the course of the year.

**Personal Statement:**

Storytelling has always played a major role in my life, from playing as a child to reading books and imagining the world I was delving into, and now animation has given me the opportunity for me to bring stories to life for myself and others. I also have a passion for background art and character design, and anything that can further develop a story world and its characters.

Similar to many other animators and artists, I enjoy drawing in my spare time, often using things I see and experience in my daily life as inspiration for my art. Having grown up playing the guitar and listening to a wide variety of music genres I’m really interested in using music to aid in telling a story. I like working with other animators and writers on personal projects when possible.

I am easy to get along with and work well in groups, both small and large. My main goals for my career as an animator are to make content that people will enjoy and I can really be proud of, and to someday tell my own stories and bring them to life.

Signature

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