

Molly Maloney

Concept Artist – Layout and Character Design

Academy of Art University

620 Jones St. Apt 412. San Francisco, CA. 94102

(608) 770-9068

mollyamaloney@gmail.com

www.mollymaloney.com

Education

- MFA course work in Visual Development with Academy of Art University
- BFA in Fine Art, BS in Japanese Language from University of Wisconsin Madison
- Focus in Concept Art, Game Design, and Animation

Objective

My passion as a designer is for creating unique and visually exciting worlds. I am inspired by inventive narrative, world culture, history, and reference research. My goals are always to push the limits of what storytelling can be and go above and beyond the objectives of each assignment - creating places, assets and people that inspire and ground the player or viewer in an exciting universe.

Skills

Software

I am very comfortable using Adobe Photoshop CS4 and CS5. I also have experience with Illustrator, Flash, InDesign, Maya 2009, Rhino and TVPaint. I am well practiced at using a wacom intuos tablet as well as the cintiq.

Art

I have current experience in layout design, background painting, traditional painting, digital painting, storyboarding, life drawing, and character design. I also have experience in 2D animation, 3D animation, graphic design, 3D modeling and texturing.

Course Experience

Drawing:

- Strong classical foundation in various media: charcoal, graphite, micron pen, marker, ink wash, gesso, oil and acrylics, mixed media. Extensive experience in digital painting.
- Concrete understanding of form, proportion, perspective, composition, lighting and color theory.

Digital Design:

- Knowledge of 3D animation basics: motion paths, key framing, modeling and creating/ applying textures using Photoshop and Maya.
- Familiarity with graphic design concepts like balance, legibility and communication through combined use of typography and images.

Background:

- Understanding of 2D animation and comic book techniques such as pacing, takes, gags, and effective camera angles.
- Ability to plan a story, conceptualize camera angles and imagine a full cinematic experience from a basic idea or script.

Job Experience

Concept Artist and Colorist

Various Independent Development Projects January 2011 - Present

- Experience with self-direction, time management, executing a variety of concepts based on references, documents and imagination
- Ability to revise based on criticism, work and communicate with a development team
- Capable of imitating a wide variety of art styles with minimal instruction.

Newspaper Artist and Comic Author

The Badger Herald August 2007 – Current

- Experience with self-editing, writing, gags and timing.
- Strong skills in developing and pacing an original story with its own unique visual style.

University Technical Support Agent

Department of Information Technology, U Wisconsin Madison Nov 2007 – Dec 2010

- Skills in communicating and understanding complex instructions clearly.
- Experience with quickly researching and learning new information to solve problems.
- Not intimidated by new software or learning new skills.