

NICK MAHONEY

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SKILLS

Software: ShotGrid, JIRA, Confluence, Git, Blender, Autodesk Maya & MEL, Unreal Engine 5, Houdini, ZBrush, Unity, Adobe Creative Suite, Autodesk MotionBuilder, CAD

Technical Skills: Rigging & Skinning, Python, 3D Modeling, 3D Lighting, Procedural Generating, Visual Effects, 3D Animation, Metahuman Pipeline, JavaScript

EXPERIENCE

Apple Inc.

Austin, TX, USA

Data Imagery Editor

July 2024 - Present

- Convert technical data from IT into accessible visual formats to enhance consumer understanding and engagement.
- Skillfully analyze and remedy deficiencies by marking 3D generated data
- Communicate effectively in a team environment in order to increase productivity

Prosperity Studios - "SWIFT"

Remote

Producer

May 2025 - Present

- Manage schedules and deliverables within a 2D anime-style animation pipeline, ensuring milestones are met.
- Create and manage workflow for animation and storyboard teams.

251 Productions LLC - "Jazz Man"

Remote

Executive Producer

July 2024 - Present

- Led a team of 80, leading weekly meetings and coordination to ensure a productive and proactive work experience.
- Recruited and onboarded highly motivated team members who understand and are committed to the project's objectives.
- Crowdfunded production of the pilot episode, raising 110% of goal

SpongeBob Fan Movie

Remote

Project Lead

October 2019 - May 2022

- Led a team of over 500 artists in producing a tribute film honoring the late SpongeBob creator, Stephen Hillenburg.
- Supported multiple production phases, ensuring each team had the necessary resources for a seamless and efficient workflow.
- Managed production needs and timelines within a ShotGrid-based environment, maintaining organization and meeting critical deadlines.

Freelance

Remote

Rigging Artist

November 2024 - Present

- Create and fix rigs in multiple production pipelines for various software compatibilities
- Work with multiple clients with various needs for development in fast paced strict environment
- Crafted and utilized scripting tools for efficient production

EDUCATION

University of Texas - Dallas

August 2021 - May 2024

Bachelor's, Technical Arts and Animation

GPA: 3.8

- Led Animation Jam events with students and industry personnel
- Officer positions in "Animation Guild of UT Dallas", "Pre-Production Collaboration" organizations

ACHIEVEMENTS

- Guest Exhibitor at 2024 TTU "Animation as Art" Exhibit
- Adobe Certified Professional
- Member of Dallas Producer Association