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, Procedual 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.
- Lead team meetings and coordinate across departments while learning anime-specific workflows.
- Support team morale through regular check-ins and issue resolution.

251 Productions LLC - "Jazz Man"   **Remote**
Executive Producer   *July 2024 - Present*
- Led weekly meetings, coordinating with staff and team leads to align schedules and priorities.
- Developed and adjust timelines to ensure a productive, realistic production pipeline that accommodates needs and project goals.
- Recruited and onboarded highly motivated team members who understand and are committed to the project's objectives.

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

- Participant in 2024 itch.io Game Jam
- Adobe Certified Professional
- Member of Dallas Producer Association