

Rachel Ahern

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Animation Reel: www.rcahern.com

Objective: Seeking role as animator through which to breathe life into characters and creatures in a way that engages and impresses audiences (and players, if applicable).

Experience:

- 2014, 2015, 2016 **Moontower VFX** Austin, TX
Contract Animator (Sep 2016)
➤ Created cinematic animation for Wilson's Heart, a first-person psychological thriller developed for the Oculus by Twisted Pixel Games.
Junior Animator (July - Sep 2015)
➤ Assisted with Lazer Team, a live action feature film by Rooster Teeth Productions, by creating realistic animation on digital body doubles, matchmoving of Perseus suit pieces, and some tracking and rotoscoping.
Contract Animator (Oct 2014)
➤ Polished existing animation provided by client for in-game cinematic sequence using Autodesk Maya software.
- 2014 - 2015 **Theory Animation (Online Studio)**
Volunteer 3D Animator & Artist
➤ Collaborated remotely with team to produce quality animation and occasionally promo artwork for the studio's 3D cartoon, Ray & Clovis. Animation was done in Blender.
- Feb 2014 - Present **Weird City Taxidermy** Round Rock, TX
Owner / Taxidermist / Wildlife Artist
➤ Creates custom wildlife art (taxidermy) for customers both local and nationwide.
➤ Works with clients to bring to life visions of creatures real and imagined.
➤ Studies a variety of animals, giving special attention to appearance and behavior, to accurately portray them and recreate the illusion of life.
- Education:**
- 2013 - 2015 **Austin Community College - Game Development Institute** Austin, TX
3D Animation (Associate of Applied Science)
- 2007 - 2011 **The University of Texas at Austin - McCombs School of Business** Austin, TX
Accounting (Bachelor of Business Administration)
- Software Skills:** Autodesk Maya & 3ds Max, Blender, Adobe Photoshop & Premiere
- Interests:** Character and Creature Animation, Video Game Development, Video Production, Digital and Traditional Art, Taxidermy