



Emily Donoghue

3D Animator and Game Designer

CONTACT

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Canadian Citizen

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Animation Demo Reel:
<https://vimeo.com/404124034>

PROFILE

Hi, I'm Emily and I'm extremely passionate, about storytelling, characters, and animation! I just love bringing characters to life and creating beautiful visuals. I have several years of professional experience in the VFX industry where I've worked mostly as a 3D animator. I graduated in 3D animation and CGI at Dawson College, and have been working with various 2D and 3D computer softwares for over seven years. I strive to constantly improve both my artistic and technical abilities in order to positively contribute to the success of a project and the company.

TECHNICAL SKILLS

- Animation
- Autodesk Maya
- Unreal Engine
- Shotgun Project Management
- Zbrush
- Adobe Photoshop
- Adobe Premiere

SOFT SKILLS

- Fast Learner
- Adaptability
- Disciplined and Reliable
- Collaborative
- Highly Motivated
- Communicative



WORK EXPERIENCE



Outpost VFX - 3D Animator (mid) | contract

SEPT 2024 - JAN 2025

Montreal, Canada

- Created photorealistic keyframe animations in Maya for biped characters, quadruped characters, and props.
- Collaborated with other departments and made iterations upon receiving feedback from directors, supervisors, and leads.
- Projects:
 - 1923 | season 2 (2025)
 - The Fountain of Youth (2025)
 - Two Unannounced projects (TBD)



MPC Film - 3D Animator | contract

MAY 2021 - JUNE 2023

Montreal, Canada

- Created photorealistic keyframe animations in Maya for bipeds characters, quadrupeds characters, and props.
- Assisted in creating high quality 2D animations in Toon Boom.
- Translated previz animatics to shots while ensuring continuity between shots.
- Refined and enhanced camera animation.
- Projects:
 - Chip 'N' Dale Rescue Rangers (2022)
 - Sonic the Hedgehog 2 (2022)
 - Aquaman and the Lost Kingdom (2023)



COURSES AND TRAININGS



Game Design Bootcamp - Circuit Stream in association with McGill University

SEPT 2024 - MAY 2025

online

- Created documentation and prototypes based on game concepts.
- Made iterations based on playtesting feedback.
- Analyzed game design elements, created engaging gameplay, designed game mechanics and implemented them in Unreal Engine 5 using blueprints.
- Projects:
 - Picture Perfect
 - Crisis Command: Hostages
 - Green Doesn't Mean Go



Body Acting Class - AnimSchool

JULY 2023 - SEPT 2023

online

- Created feature level keyframe animation in Maya.
- Focused on character acting, specifically; body mechanics, posing, rhythm, appeal, and expressive and dynamic actions. (Taught by Robert Manriquez.)



Animation Academy - Technicolor's The Focus

FEB 2021 - APRIL 2021

online

- Created photorealistic keyframe animations of props and characters in Maya.
- 8 week virtual academy. (Taught by Ross Scrobble.)



Feature Animation Workshop 2: Body Mechanics - iAnimate

OCT 2020 - DEC 2020

online

- Created 3D animations in Maya focusing on storytelling and the body mechanics of bipedal characters. (Taught by Omar Morsy.)

Intro to Game Design: Unreal Engine - Vancouver Film School

SEPT 2020 (12hrs)

online

- Created a first person shooter game, which involved implementing assets to create a fully detailed environment, and working with UE blueprints to trigger a series of animations.



EDUCATION



Dawson College - Technical DEC | 3D Animation and CGI

AUGUST 2017 - MAY 2020

Montreal, Canada

- Responsible for the conceptualization and final creation of a one minute animated short, which includes modeling, texturing, rigging, animation, lighting, rendering, compositing, editing, and sound mixing.

Projects:

- Bear with Me (2020 - thesis film: <https://vimeo.com/424386485>)