

JENNIFER MULLALY

MOTION CAPTURE
ANIMATOR

CONTACT INFORMATION

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EDUCATION

Academy of Art University

Bachelor of Fine Arts in
Animation and Visual Effects
2012 - 2017

SOFTWARE

- Vicon Blade/Shogun
- MotionBuilder
- Maya
- Unreal
- Premiere Pro
- Photoshop
- Shotgrid
- Confluence
- Monday.com
- Airtable
- Perforce
- GIT

ART

Jenaly Art (2012 - Present)

Special Commissions and Projects
- Illustration, Digital Art, and
Multimedia

VOLUNTEERING

BUILT BY GIRLS

Mentor (Jan 2020 - Present)

- Mentoring female and non-binary students to prepare the next generation to boldly step into careers powered by technology

EXPERIENCE

Motion Capture Technician

Lightspeed LA (Apr 2024 - Present)

- Solver setup, track, retarget, realtime, QA, and delivery of motion capture animation assets to ensure high-quality results
- Operation of motion capture systems including optical (Vicon)
- Development of pipelines, tools, and automation processes

3D Animator

Nike (Mar 2022 - Mar 2023)

Nike's Advanced Innovation Digital Product Creation team

- Operate optical and markerless motion capture labs, photogrammetry rig, and travel to shoot locations to scan athletes with a mobile rig
- Animating digital assets and motion editing full-body motion capture data
- Utilize, refine, and develop animation pipeline with engineering team
- Schedule, setup meetings, plan shoots with various internal teams, external contractors, sports managers, and athletes
- Work with vendors for research, pipeline improvement, and outsourcing correspondence delivering and ingesting data

Motion Capture Animator

2K (Apr 2019 - Feb 2022)

- Post processing, retargets actors/props, motion editing, and QA Lead
- Markering actors, directs body ROMs, calibrates the capture system
- Outsourcing correspondence with vendors delivering and ingesting data
- Photogrammetry Lead: 3D Head Scanning and Props

Motion Capture Junior Animator Specialist

2K (Mar 2018 - Apr 2019)

- Retargets actors/props, creates solver setups, and QA
- Labeling, cleaning, and solving motion capture data
- Monitors shotcams, audio, reference video and HMC feeds
- Photogrammetry Technician: 3D Head Scanning

3D Animator

IR Maxum (Jul 2016 - Feb 2018)

Startup Virtual/Augmented Reality Company

- Animated characters, creatures, and machinery
- Implemented animations into Unity

Burning Man, Black Rock City, NV

Assistant for Andrew Johnstone,
Artist of "The Man" (2014)

- Painted, designed, and constructed various artworks
- Actor in Princess Zaa'tar's story collecting tent

Multimedia Art Academy Internship

Washington High School in Fremont, CA (2010-2012)

- Directed students for the Academy's 2012 Short Film.
- Helped establish curriculum.