



MEREDITH O'MALLEY

CFX | CG GENERALIST

CONTACT

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EDUCATION

- **Savannah College of Art and Design**
VISUAL EFFECTS (BFA)
[September 2013 - June 2018]
- **Savannah College of Art and Design**
3D ANIMATION (BFA)
[September 2013 - June 2017]
- **TECHNICAL DIRECTION (MINOR)**
[September 2013 - June 2018]

EXPERIENCE

- **Walt Disney Animation Studios**
TECHNICAL ANIMATION ARTIST
[September 2024 - September 2025]
Zootopia 2
Integrate rigging and simulation for character and prop elements such as cloth and hair simulations. Optimized simulation tasks for more efficient shot work methods, document tools, and execute high-quality simulation shot work ensuring balance between physical accuracy and art-direction. Contribute to daily technical animation reviews and troubleshooting.
- **Pixar Animation Studios**
SIMULATION TECHNICAL DIRECTOR
[November 2019 - May 2024]
Soul | Luca | Turning Red | Elemental | Lightyear | Inside Out 2 | Pixar Popcorn Dug Days | Win or Loose
Created and rigged character, prop, and vegetation simulation setups. Optimized simulation practices, automated repetitive tasks, documented workflows, and executed simulation shot work efficiently. Contributed to daily simulation reviews, elevated performance, and refined from notes.
- **Pixar Animation Studios**
TECHNICAL DIRECTION SIMULATION INTERN
[June 2019 - September 2019]
Contributed to the development of internal tools, like refits, for simulation setups and workflow optimization. Completed and presented shot-sim work daily within an animation feature film pipeline. Collaborated with senior TDs to refine and document best practices for cloth and vegetation simulations.
- **[MPC] Moving Picture Company**
TECHNICAL ANIMATOR
[June 2018 - May 2019]
Detective Pikachu | Maleficent: Mistress of Evil
Delivered high-end, photoreal skin, cloth, hair, and fur simulations daily with the goal of meeting and exceeding the client's desires. Constructed and rigged cloth, hair, and vegetation sim setups. Reported to leads and supervisor for feedback and improved upon notes.
- **Savannah College of Art and Design**
VISUAL EFFECTS + ANIMATION PEER TUTOR
[September 2016 - May 2018]
Aided fellow visual effects and animation students in assignments and personal goals. Communicated clearly and efficiently, secured understanding for future application, scheduling and time management.
- **DreamWorks Animation**
CREATIVE TECHNOLOGIES INTERN
[June 2017 - September 2017]
Executed desired tasks within a feature and tv production pipeline. Optimized and prepared assets for real-time previs and motion capture. Fulfilled and completed tasks under pressure, JIRA experience, and simulation R & D.
- **Gasket Studios**
GENERALIST INTERN
[June 2016 - September 2016]
Performed requested tasks in a commercial production pipeline, modeling and texturing for virtual reality, fulfilled and exceeded the client's expectations. Including digital painting, Maya nCloth and particles simulations, Bifrost fluid simulations, and character design.

SKILLS

ARTISTIC SKILLS	MODELING	TECHNICAL SKILLS	CLOTH SIMULATION
	TAILORING		FUR + HAIR SIMULATION
	TEXTURING		RIGGING
	LIGHTING		CROWDS
	CHARACTER DESIGN		MOTION CAPTURE
	ANIMATION		EFFECTS
	MOTION GRAPHICS		PYTHON
	CONCEPT DEVELOPMENT		USD
			VEX

SOFTWARE

SOFTWARE	HOUDINI	RENDERING	ARNOLD
	MAYA		RENDERMAN
	PRESTO		MANTRA
	KATANA		REDSHIFT
	NUKE		
	ZBRUSH		
	MARI		LINUX
	SUBSTANCE		WINDOWS
			MAC
	MOTION BUILDER		

ACCOLADES

SIGGRAPH Garment Refitting for Digital Characters, 2020
SCAD Dean's List for all academic years
Featured work on SideFX Houdini website and Instagram, 2016-2018
Pixar's RenderMan Certified, 2016
Logan Eugene Felps Memorial Endowment Scholarship Recipient, 2013 - 2018
SCAD Academic and Artistic Honors Scholarship, 2013 - 2018

INTERESTS

PHYSICS
MOVIES
BACKPACKING
MOUNTAINEERING
FOODIE