

# 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

- Maya
- MotionBuilder
- Vicon Blade/Shogun
- Move.ai
- Autodesk Recap
- Smartshooter
- Premiere Pro
- Photoshop
- Shotgrid
- Confluence
- Monday.com
- Airtable
- Plastic SCM
- 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)

- Track, post process, retarget, and QA motion capture animation assets to ensure high-quality results
- Operation, maintenance, and troubleshooting various motion capture systems including optical (Vicon)

### 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.