

Mr. Ciarán Moloney  
(+44) 758.306.2839, moloney.ciaran@gmail.com  
www.blackredking.org, [www.linkedin.com/in/ciaranmoloney](http://www.linkedin.com/in/ciaranmoloney)

## SUMMARY

FX TD with M.Sc. in Digital Imaging. Specialties include technical animation, simulation of natural systems, scripting and tools development, lighting, rendering, compositing, and scientific imaging. Irish, UK and US citizenships.

## TECHNICAL EXPERTISE

Advanced - Softimage, ICE, Softimage API (Python, JScript), Arnold Renderer, Royal Render.

Intermediate – 3Delight, RSL, Realflow, Nuke.

Novice – Houdini, Maya, C++.

## PROFESSIONAL EXPERIENCE

### ***Freelance FX/Lighting TD (2009-present)***

- The Mill. London. (2011)  
FX TD/Artist – fluid simulation and rendering. Particle FX.
- Jellyfish Pictures. London. (2010-2011)  
FX and Lighting TD on Planet Dinosaur (BBC) – blood, guts, water, crowds, R&D. Developed ICE based tools and effects. Established workflow for integration of effects and custom crowd system with Arnold based rendering pipeline. Developed and maintained artist oriented tools.
- Psyop. New York. (2009-2010, 2011)  
FX & Lighting – R&D, tools, particle and fluid simulation, data pipeline, look development, layout.
- Deer Lake Films. Dublin. (2011)  
Animated graphics for IFTA award-winning documentary, *Voices from the Grave*.
- Glassworks. London. (2010, 2011)  
3D Generalist, FX TD. Creature facial rigging. Fur shading and rendering (Arnold).
- Passion Pictures. London. (2010, 2011)  
FX TD – fluid simulation and tools development. Created fluid simulations that could be incorporated into character rigs for straightforward control and manipulation by animators.
- Swiss International AB. Stockholm. (2010)  
FX TD – R&D of large scale liquid FX, Softimage ICE tool development, rendering and look development of FX elements.

### ***XVIVO Scientific Animation (2008-2009)***

Staff animator. Responsibilities included both aesthetic and technical aspects of production.

- Lead technical animator, lighter and compositor on several short (2 - 4 min) CG animations and promotional films for a scientific and medical audience.
- Development of high-resolution animation for interactive exhibit 'The Giant Heart' at Chicago Museum of Science and Industry. Extensive R&D for generating imagery required for 3-dimensional projection techniques.
- ICE, rendering and pipeline tools.
- Worked on AMI Salon Award 2009 Best New Media award winning animation (Zirus Antivirotics)

## ADDITIONAL EXPERIENCE

### ***The New York Botanical Garden (2004-2008)***

Research Assistant to VP for Laboratory Research / Curatorial Assistant to VP for Science

- High-resolution digital microscopy and photography of plant sections for *The Virtual Plant* (Blackwell Publishing). Researched methods to generate 3D volumetric models of plant anatomy from series of 2D sections.

## PUBLICATIONS

- Schulz, C., D. P. Little, D. W. Stevenson, D. Bauer, C. Moloney, and T. Stützel. 2010. An overview of the morphology, anatomy, and life cycle of a new model species—the lycophyte *Selaginella apoda* (L.) Spring. *Int. J. Plant Sci.* 171(7):693–712.

## EDUCATION

*New York University, Center for Advance Digital Applications, New York (2008)*

M.Sc. in Digital Imaging, Concentration in Technical Animation, Lighting & Rendering

- Thesis: “Life Cycle”. Designed and implemented a rule-based simulation of plant growth as visualization of the life cycle of the Spikemoss plant, *Selaginella apoda*. Involved extensive R&D and custom tool development, based around Softimage XSI. Accepted to MetroCaf 2008 animation festival for short film.
- Thesis cited in *An overview of the morphology, anatomy, and life cycle of a new model species—the lycophyte Selaginella apoda (L.) Spring*. *International Journal of Plant Sciences*. 2010. The University of Chicago.

*Trinity College, University of Dublin (2002)*

B.A. (Mod) Hons. Botany