

MOLLY HEADY-CARROLL

2D Artist for Games & Animation

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27 January 1992

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Profile

I was born in Dublin and received a Master's Degree in Game Art at the University of Arts Utrecht, the Netherlands, in 2014. Since graduating, I have been freelancing on a wide variety of projects all over the world. This experience as a freelancer has led to a development of strong self-discipline, artistic adaptability and solid experience in the task of producing quality creative work to a deadline in a commercial setting.

Technical Skills

Skills: 2D Assets, Illustration, Character/Creature Concept Art, Pixel Art

Software/Media: Illustrator, Photoshop, GraphicsGale, Pen & Marker, Watercolour

Professional Experience Highlights

The Mummy: Dark Universe Stories - Universal Studios, Night School Studio
2017

illustrator

Now available on iOS and Android

Crap! I'm Broke: Out of Pocket
2015-2016

Artist, Animator and Co-Designer

www.crapimbroke.com

La Rocola del Sr. Wooly
2016-present

Character Pixel Artist & Animator

www.senorwooly.com

Education

Diploma: Master of Arts (MA)

Programme: Game Art, Creative Design for Digital Cultures

Utrecht School of Arts, The Netherlands

2010-2014

Completed Curriculums at the Animation Academy, Los Angeles (Online Classes)

Character Design I & Visdev I

2016 & 2017

Completed Curriculum at the Concept Design Academy, Los Angeles

Classes: Creature Design, Animal Anatomy, Visual Communication & Dynamic

Sketching and Long-Pose Life Drawing

2013

Affiliations

Contributor to Indie Mavens on Pocketgamer.biz, 2016-present

Regional Organizer for the Global Game Jam, The Netherlands, 2014-2015

Co-Host/Researcher on Warp Zone TV, Dutch Television Show, 2013-2014