

Púca O'Donnell

Preferred Name Púca O'Donnell

Legal Name Órla O'Donnell

Contact information

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Portfolio

<https://orlaodonnell04.wixsite.com/website-1/animation>

Personal Profile

Irish based 2D animator looking for work. Managed roles in many areas of the production pipeline, including **2D Animation, Background Artist, and Visual Development**. Currently employed on my second project with **Lighthouse Studios**, with experience gained previously through an intensive animation bootcamp run by **Boulder Media**, as well as through providing work on multiple **independent and student animated projects**. A **self-starter** and fast learner who enjoys taking on new challenges and personal projects to **develop skills**. Open to work in both the **EU** and the **USA** as a **dual citizen** of the **Republic of Ireland** and the **United States of America**.

- Directed 2 student short films featured in **2020 Clonmel Junction Festival, 2021 Nenagh Children's Film Festival, 2022 Kilkenny Animated** and **2023 First Frame Film Festival**
- Collaborated with filmmakers from **One Productions** as the **Art Director** for a short film pitch to the **2025 Spreag Initiative** for Irish language media
- Proficiency in **Toon Boom Harmony, Autodesk Shotgrid, Adobe Photoshop, Adobe After Effects, Microsoft Office, Clip Studio Paint, Krita**
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Education

Third Level (2018 - 2022)

- First class **BSc (Honours) Digital Animation Production, TUS – Clonmel, Co. Tipperary**

Animation Principles
Interactive Programming
Narrative
Drawing Principles

Visual Storytelling for Animation and Games
Effective Teamwork
Project Management for Animation
Matte Painting and Environments
Rigging for Animation Drawing Principles

Work Experience

Freelance Lead Traditional Animator (Dec 2025 - present)

- Developed a production schedule, technical workflow and animation style to suit a tight production deadline with limited resources
- Communicated with other animators to outline the requirements of individual shots, highlight directors notes and field technical questions
- Produced my own traditionally animated shots in a semi-realistic, humanistic visual style

Lighthouse Studios (President Curtis) – 2D Animator (June 2025 - Dec 2025)

- Created 2D animation based on the **adult cartoon style of Rick and Morty**, while taking onboard **new stylistic direction** to establish property's own identity
- Referenced client storyboards and notes to create **strong poses** and **clear acting**
- **Managed time** to create solid work within a **fast-paced production schedule**

Freelance 2D Animator (Sep 2025 – Oct 2025)

- Established **Scene Prep** in Toon Boom Harmony using provided **BG paint assets, props and rigs** with all required **master controllers** and **node view plug-ins**
- **Communicated** with multiple points of contact to receive **retake notes** and **troubleshoot** technical questions
- Brought on to contributed **quick turnaround on shots** as part of push to **meet project deadline**

Freelance Traditional Cleanup Artist (Apr 2025 – June 2025)

- **Interpreting rough animation** provided by the animator and creating a polished final product with **digital ink and colour**
- Finalizing rough animation with **in-betweens**, including **character model fixes** and **timing/spacing corrections** when needed
- Maintaining intended **energy** and **rhythm** of **comedic animation** for an official music video

Lighthouse Studios (Light of the World) – Junior 2D Animator (Apr 2024 – Feb 2025)

- Produced high quality **2D hybrid animation** for a **feature film** production (**Light of the World**)
- **Adapted** to create nuanced and **lifelike performances** with technically limited assets
- Production required **rigging skills** to expand the utility of many assets

Freelance 2D Animator (Jan 2024 – Apr 2024)

- Created **hand-drawn 2D animation** informed by the outlines communicated by the **animation director**
- Established the **posing and acting** of scenes where **storyboards** were not provided
- **Managed my time** to produce work on time while **simultaneously** working a **full-time hospitality job**

Boulder Media – 2D Animation Trainee (Nov 2023 - Nov 2023)

- gained familiarity with using **industry standard 2D rigs**
- created animated sequences that displayed **strong animation principles** and **adhered to the desired style**
- learned the standard procedures of **industry workflows, tools and procedures**

References

Andy Stevens, Animation Director – andy.stevens@lighthousestudios.ie

Brian Dunster Lynch, Head of Productions – brian@oneproductions.com

Martyna Neeson, Animation Supervisor – martyna.broski@gmail.com

Isabela Christine Ferreira, Animation Supervisor – 083 344 6087, isabelachristine98@gmail.com

Sinead Treacy, Animation Director – 085 1345322, Sinead.treacy@hotmail.com

Cover Letter