Sam Mahon

3D Previs Animator

United Kingdom
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SKILLS

- Blocking
- Acting
- Storytelling
- Collaboration
- Story telling
- Story boarding
- Animation

SOFTWARE PROFICIENCY:

- Maya
- Blender
- Toon Boon Harmony
- Adobe After Effects
- Unreal Engine

LANGUAGES

English:

Native

PROFESSIONAL SUMMARY

Aspiring Previs 3D Animator with a Distinction in MA in 3D Computer Animation from Bournemouth University and a First-Class BA in 2D Animation. Developed foundational 3D animation, blocking, staging, and camera skills through university projects and an ongoing personal project. RTS Award-winning director with experience in character-led storytelling across 2D, stop-motion, and 3D, now seeking an entry-level role in Previs, 3D animation, film, VFX, or games.

WORK EXPERIENCE

Animator & Creative Lead – Neebs Gaming (01/2022 – 12/2023): Conceptualised, produced, and delivered a full-scale animation featured on Neebs Gaming's YouTube channel (189k+ views). Handled end-to-end pipeline work including storyboarding, animatics, editing, sound design, 2D animation, colouring, character/creature design, concept art, and VFX.

Games Marketing Research Intern – Playfuse (04/12/2024 – 08/02/2025): Evaluated games for quality and relevance, tracked upcoming and recent releases, and sourced developer/publisher contacts. Managed and updated the game spreadsheet and supported marketing by identifying key industry contacts and influencers on YouTube, Twitch, and TikTok.

2D Pixel Animator – Soulbound (03/2025 – 09/2025): Created pixel-art animations for characters, props, weapons, and creatures, then integrated them into the game engine with correct timing and behaviour. Ran playtesting sessions to assess animation quality and gameplay feel, and collaborated closely with designers, programmers, and artists to align on style, feedback, and iteration.

EDUCATION

MA 3D Computer Animation – Bournemouth University (09/2025 – 2026), Distinction: Focused on 3D character animation, rigging, and modelling. Directed a collaborative short film and supported the pipeline by resolving texture issues, creating VFX, and coordinating team progress for on-time asset delivery.

BA 2D Animation & Stop Motion – Teesside University (09/2019 – 06/2022), First-Class Honours: Project manager and team member on the RTS Award-winning student short Monster Banquet (Royal Television Society, Northeast & The Border Awards 2023, Regional Student Award – Animation).

BTEC Level 3 Media Production (TV & Film) – Coleg Menai (09/2017 – 06/2019), Merit/Merit: Gained experience as director, camera operator, prop builder, storyboard artist, scriptwriter, location manager, and editor.

PORTFOLIO

Website / Showreel: https://www.sammahon.co.uk/