Mohini Mahabir

Character Designer

Toronto, ON, Canada

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Mobile: 647-740-3292
Email: mahabir.mohini@yahoo.ca

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Website/Portfolio:
mohinimahabir.wixsite.com/portfolio

LinkedIN:
Mohini Mahabir | LinkedIn

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Specialties
- Character Design
- Prop Design
- Costume Design
- Concept art
- Production Design
- Creature Design
- Rigging

2D Skills
- Photoshop
- Clip Studio Paint
- Procreate
- Toon Boom Harmony
- Storyboard Pro
- Shotgrid
- Able to use a Cintiq/Tablet

3D Skills
- ZBrush
- 3DS Max
- Substance Painter
- Unreal Engine
- Marmoset Viewer

Summary

A professional, detail-oriented character designer and 2D artist with over two years of experience in production design for animation, with a background in 3D modelling and a passion for storytelling.

Work Experience

Freelance Character Artist
OCT 2023 - PRESENT
- Assisted clients in designing character designs, concepts, and reference sheets, and produced digitally rendered character illustrations

Production Designer

Brown Bag Films/ *'Open Season: Call of Nature'*   MAY 2022 - OCT 2023
- Collaborated with the design team and directors to produce props, turnarounds, and character redresses in Toon Boom Harmony for the 2D animated show 'Open Season: Call of Nature'

Character Designer & 2D Rigger

Coyle Digital Films/ *'Queen Maeve'*   JUN 2021 - FEB 2022
- Designed Iron Age-inspired characters, props, weapons and animals based on Celtic mythology for the 2D short film 'Queen Maeve'. Created character rigs and turnarounds in Toon Boom Harmony

Freelance Character Artist

Anoarch Studios/ *Unreleased Projects*   JAN 2021 - FEB 2021
- Established character design and creature concept art for the short films 'Chasers' and 'Justice'

3D Modeller

Seneca College / *Student Film 'Breaker Point'*   JAN 2020 - APR 2020
- Collaborated with the 2D animation team in producing 3D models, scene layout and camera movements in 3DS Max for the student 2D/3D short film 'Breaker Point'

Education

CGMA
Character Design Portfolio Mentorship by Ivan Mendoza
APR 2024- MAY 2024
Digital Painting by Lane Brown   JAN 2022- FEB 2022
Fundamentals of Design by Tyler Edlin   JAN 2021 - MAR 2021
Character Design for Production by Nate Wragg   NOV 2020 - DEC 2020

Toon Boom/ Introduction to Rigging   SEPT 2021 - OCT 2021

Seneca College/ Animation (Advanced Diploma W/ Honors)

- 3D Gaming Stream   SEPT 2017 - APR 2020

Albert Campbell Collegiate Institute   SEPT 2012 - JUN 2016

High School Diploma

- Citizenship and Service Award

Creative Experience

TAAFI Virtual Job Fair */Volunteer, Discord moderator*   APR 2022
Assisted in moderating live voice chats and calls, and reviewing
appropriate questions for live panels

Awards and Achievements

**Torsten Schrank Scholarship Award for Character Design,
Partial Scholarship/** *CTN (Creative Talent Network Foundation)*
                                                                APR 2025

TAAFI Chimera Creations Winner/ *TAAFI (Toronto Animation Arts
Festival International)*   AUG 2022

**2nd place Senior Nationals Remembrance Day poster
contest/** *Royal Canadian Legion*   NOV 2015

Young Voices artwork publication/ *Toronto Public Library*
                                                                MAY 2015