

# MOHINI MAHABIR

## PORTFOLIO/WEBSITE

- <https://mohinimahabir.wixsite.com/portfolio>
- <https://www.linkedin.com/in/mohini-mahabir-7a0770125/>

## PROFESSIONAL SUMMARY

Professional character designer and 2D artist with over 2 years of experience with a strong skillset in concept art, digital illustration and 3D modeling. Detail-oriented with a passion for storytelling. Reliable and results-focused in collaborating with teams in creating memorable designs for animation

## WORK HISTORY

### Character Designer, 10/2023 - Current Freelance

Assisted clients in designing character designs, concepts and reference sheets and produced digitally rendered character illustrations

- Developed a wide range of character concepts, from initial sketches to final renderings.
- Explored various illustration styles when necessary, adapting to different project requirements seamlessly.

### Production Designer, 05/2022 - 10/2023

#### Brown Bag Films, Toronto, Canada

Collaborated with the design team and directors to produce props, turnarounds and character re-dresses in Toon Boom Harmony for the 2D animated show 'Open Season: Call of Nature'

- Followed style guides and ensured proper scaling and perspective for rigging
- Optimized digital files for efficient sharing among team members and directors on Shotgun/Shotgrid

### Discord Moderator, 04/2022 - 04/2022

#### TAAFI Online Job Fair

Assisted in moderating live voice chats and calls as well as reviewing appropriate questions for live panels

### Character Designer & 2D Rigger, 06/2021 - 02/2022

#### Coyle Digital Films, Toronto, Canada

Designed Iron Age-inspired characters, props, weapons, animals, and creatures based on Celtic mythology for the 2D short film 'Queen



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## SKILLS

- Strong anatomy and design knowledge
- Skilled in Photoshop, Procreate and Adobe Suite
- Expertise in Toon Boom Harmony (Props, Characters, Rigs)
- 3D Modelling Background (ZBrush, Unreal Engine, 3DS Max)
- Experienced working within the animation pipeline
- Teamwork and collaboration
- Time management
- Ability to work independently

Maeve'. Created character rigs and turnarounds in Toon Boom Harmony

### **Character Designer, 01/2021 - 02/2021**

#### **Anoarch Studios**

- Established character design and creature concept art for the short films 'Chasers' and 'Justice'
- Collaborated with the animation team and director on designs and styles

### **3D Modeller, 01/2020 - 04/2020**

#### **Seneca College**

- 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'
- Worked with other artists, animators and 3D modelers to execute the project on time

## **EDUCATION**

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### **Certificate, Design**

#### **CGMA**

- Character Design Portfolio Mentorship by Ivan Mendoza
- Digital Painting by Lane Brown
- Fundamentals of Design by Tyler Edlin
- Character Design for Production by Nate Wragg

### **Advanced Diploma, Animation, 04/2020**

#### **Seneca College of Applied Arts And Technology - North York, Ontario**

Graduated with Honors

### **High School Diploma, 06/2016**

#### **Albert Campbell Collegiate Insitiute - Scarborough**

- Awarded Citizenship and Service award

## **AWARDS**

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### **Torsten Schrank Scholarship Award for Character Design, Partial**

**Scholarship-** CTN (Creative Talent Network Foundation) APRIL 2025

### **TAAFI Chimera Creations Winner-** TAAFI (Toronto Animation Arts

Festival International) AUGUST 2022

### **Advanced Diploma with Honors-** Seneca College APRIL 2020

### **2nd place Senior Nationals Remembrance Day poster contest-** Royal

Canadian Legion NOVEMBER 2015

### **Young Voices artwork publication-** Toronto Public Library 2015

### **Citizenship and Service Award-** Albert Campbell Collegiate Institute

2015-2016