

MATTHEW MITCHELL

ABOUT

Highly motivated artist and animator. Team player with strong organization and communication skills, experienced working in previs and postvis for blockbuster films.

EXPERIENCE

Previs/Postvis Artist The Third Floor, Los Angeles (Mar2022- Jun2023)

- *Guardians of The Galaxy Vol. 3, Shazam! Fury of the Gods*
- Built CG shots and sequences based on storyboards.
- Combined live action plates with CG elements.
- Previs - Camera animation, layout, set dressing, character animation, mocap integration, lighting
- Postvis - Camera tracking, character animation, CG effects animation, bluescreen replacement, roto, paintouts, compositing

3D Character Animator StudioX, San Francisco (2020-2021)

- Remotely worked with production teams to develop original animation pieces for cinematic shots and real time game assets using Maya.
- Collaborated with multiple production teams to push the creative vision to the next level. Participated in reviews and critiques to maintain quality and consistency within each project.
- Delivered high quality animation within scheduled deadlines.
- Utilized traditional animation principles to enhance the experience.

EDUCATION

Bachelor of Fine Arts in 3D Animation & Visual Effects

3.86 GPA. Academy of Art University, San Francisco (2016-2021)

Studied under Michael Parks (Pixar), Virginie D'Annoville (ILM), Charles Keagle (Pixar), and David Nethery (Disney).

Courses focused on bipedal, quadruped, acting, dialogue, action, cycles, creatures, hand-key, and mocap animation.

CONTACT

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OPEN TO RELOCATION



Portfolio

www.matthewanimation.com

SKILLS

Practical

Character Animation
Character Design
Illustration
3D Animation & Layout
Compositing
Motion Capture Animation
Narrative Storytelling
Camera Tracking

Interpersonal

Highly Collaborative
Organization
Time Management
Flexibility & Adaptability
Creativity

Software

Maya, Photoshop, Procreate,
MotionBuilder, Unreal Engine,
After Effects, Mudbox,
Illustrator, PFtrack, ShotGrid