

# MATTHEW MITCHELL

## ABOUT

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

## EXPERIENCE

**Previs Artist** 321Launch, New York City (Sep2024 - Present)

- Contributed to the visualization of various commercial spots using MotionBuilder's 3D tools to layout and design sequences, animate cameras, build proxy sets, and animate characters by hand and with motion capture.

**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, light matching, compositing

## 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](http://www.matthewanimation.com)

## SKILLS

### Practical

3D Character Animation  
Motion Capture Animation  
Layout & Staging  
3D Modeling  
Compositing  
Lighting  
Camera Animation  
3D Camera Tracking  
Character Design  
Illustration

### Software

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

### Interpersonal

Highly Collaborative  
Organized & Punctual  
Flexible & Adaptable  
Creative