

MATTHEW MITCHELL

ABOUT

Animator and CG artist with feature film and commercial experience, specializing in previs and postvis.

EXPERIENCE

Previs Artist Debut Studios, NYC (April 2025 - Present)

Character and Creature Animation, Lip Sync/Facial Animation, Mocap Cleanup, Layout, Compositing, Storyboarding

- Helped shape the studio's visual style and standards by delivering consistent high-quality work and offering constructive feedback
- Worked closely with directors to actualize client concepts into storyboards, animatics, and CG sequences for test commercials

Previs Artist 321Launch, NYC (Sep 2024 - April 2025)

Character Animation, Lip Sync/Facial Animation, Mocap Cleanup, Layout, Compositing

- Worked closely with directors to actualize client concepts into animatics and CG sequences for test commercials

Previs/Postvis Artist The Third Floor, LA (Mar 2022 - Jun 2023)

3D Camera Tracking, Character Animation, Mocap Cleanup, Lighting for Plate Integration, Layout, VFX Compositing

KEY PROJECTS: Guardians of The Galaxy Vol. 3, The Electric State

- Collaborated with a large team in a high-pressure, quality-driven environment
- Created temp CG effects for live-action footage
- Developed storyboards and scripts into CG to establish shot composition, pacing, and camera movement for live-action

EDUCATION

Bachelor of Fine Arts in 3D Animation & Visual Effects

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

CONTACT

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OPEN TO RELOCATION



Portfolio/Reel

mattwanimation.com

Password: welcome

SKILLS

Practical

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

Software

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

Interpersonal

Creative & Collaborative
Organized & Punctual
Flexible & Adaptable