MATTHEW L. PETERSON

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EDUCATION

RINGLING COLLEGE OF ART AND DESIGN May 2021

Sarasota, Florida
BACHELOR OF FINE ARTS IN COMPUTER ANIMATION
MINOR IN ART HISTORY

ANIMATION EXPERIENCE

Motion Capture Animator Oct 2021 - Present

2K Mocap, Petaluma CA

- Clean capture data
- Monitor the quality of the animation to ensure the capture Is good enough to use
- Alert the stage team of any issues with the capture.

Storyboard Artist Aug 2018 - May 2021

Ringling College of Art and Design, Sarasota FL

As part of a story creation course, developed stories while following the rules of storytelling

- Composed shots that influence the tone of the story
- Created storyboards and animatics using Adobe Photoshop and Premiere
- Completed pieces under restrictive deadlines

Computer Animator/ Modeler/ Rigger Aug 2018 - May 2021

Ringling College of Art and Design, Sarasota FL

As part of a computer animation course, created computer animations using a multitude of programs: Maya, Zbrush, Substance Painter

- Designed and modeled characters from the ground up
- Textured and lighted environments and set pieces
- Worked with Arnold renderer and xgen in Autodesk Maya

Vis Dev Artist/ Character Designer Aug 2019 - May 2021

Ringling College of Art and Design, Sarasota FL

As part of a visual development course, explored and researched a multitude of designs to be incorporated into stories.

- · Designed characters using extensive research on the base inspiration and appeal
- Plotted out environments that best serve the story

Traditional Animator Jan 2018 - Dec 2018

Ringling College of Art and Design, Sarasota FL

As part of a traditional animation course, replicated motion by creating numerous sequential drawings

- Animated characters while following strict deadlines
- · Worked collaboratively with colleagues in order to produce a sequential animation

ADDITIONAL SKILLS

 Proficient with Adobe Premiere, Adobe Photoshop, Adobe Audition, Autodesk Maya, Substance Painter, 3D Coat, Vicon Shogun, and Zbrush