MATTHEW L. PETERSON

(661) 313-5323 | matthew.peterson.123456@gmail.com | mattp-portfolio.com
138 Crest Road, Novato, CA 94945

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