

Matt Ornstein

Character Animator and Game Developer

www.MattOrnstein.com

Summary

I am a character animator based in Austin Texas with over a decade of professional experience in video games, commercials, and feature film. I have in depth understanding of all aspects of animation production and game development, as well as technical proficiencies in mocap, modeling, rigging, and game engines.

Experience

Senior Animator (staff) at Battlecry Studios

August 2014 - Present

Responsible for creation of keyframe character animation from pre-vis to in-engine implementation. Projects include "Battlecry", "Doom 4, DLC2, & DLC3", "Prey", and unannounced projects.

Remote Animator (freelance) at Mika Mobile

September 2013 – February 2014

In-game character animation for iOS title "Battleheart Legacy".

Animator (staff) at Insomniac Games

May 2012 - March 2013

Responsible for the creation and implementation of key frame and motion capture animation in cinematics, in-game, and pre-vis on the titles "Fuse" (Xbox 360 & PS3) and "Sunset Overdrive" (Xbox one).

Senior Animator (freelance) at Wolf and Crow

March 2012 - May 2012

Created character animation on Marvel's "Avengers: Battle for Earth" game trailers.

Animator (freelance) at Blue Sky Studios

January 2012 - March 2012

Created character animation for feature film "Ice Age: Continental Drift".

Senior Animator (freelance) at Psyop

December 2011 - December 2011

Created pre-vis, camera, and character animation for Chevy Sonic "Joy" Superbowl ad.

Senior Animator (freelance) at A52

June 2011 - December 2011

Responsible for pre-vis, camera, and character animation on Red Cross "Give Something that Means Something" and Arrowhead Water "Nature's Fix" ad campaigns.

Senior Animator (freelance) at Obsolete Robot

April 2011 - May 2011

Created layout and character animation on Nintendo's 2011 E3 keynote teasers for Super Mario 3DS and Luigi's Mansion 2.

Senior/Lead Animator (freelance) at Psyop

September 2010 - April 2011

Responsible for pre-vis, camera, and character animation for Coca-Cola "Happiness Factory" at World of Coke in Atlanta GA. Lead animator on Best Buy "Kenneth the Blue Elf" ad campaign.

Fix Animator at Walt Disney Feature Animation

April 2010 - July 2010

Created animation for feature film "Tangled". Responsible for animation fixes, redo's, and polish on existing shots based on supervisors and directors notes. Also created complete animation for shots including characters, crowds, Rapunzel's hair, and props.

Animator (staff) at Red5 Studios

August 2008 - January 2010

Responsible for the creation of player character, NPC, and creature animation on MMO shooter, "Firefall" (PC).

Animator (staff) at LucasArts

April 2006 - June 2008

Responsible for creation and implementation of pre-vis, in game, and cinematic animation for "Star Wars: The Force Unleashed" (Xbox360 and PS3).

*Education***Savannah College of Art and Design**

BFA, Animation, 2002 - 2006

Graduated magna cum laude

Honors and Events

Red Cross "Give Something that Means Something" winner in *animated commercial* category at Annecy Animated Film Festival, 2012.