Matt Gorball | *Character Animator*

mattgorball@gmail.com

EXPERTISE

3D Character Animation
Biped & Creature Locomotion
Character Acting & Lip Sync
Layout & Camera Setup

Proficient In:
Maya
After Effects
Photoshop/Illustrator
Flash

Experience With:
ZBrush
MotionBuilder
Nuke
Cinema 4D

EXPERIENCE

Character Animator | Image Flux Inc.

Culver City, CA | October 2015 - November 2015
Animated realistic human movement for 7 minute government/industrial film.

Character Animator| Macy's Thanksgiving Day Parade

Los Angeles, CA | August 2013 - September 2013 & July 2014 - August 2014 & July 2015 - August 2015
Animated Macy's-branded cartoon characters in Maya for 9 commercials for the 2013, 2014 and 2015 Macy's Thanksgiving Day Parades.

Animator | Reality Check Systems

Burbank, CA | November 2006 - December 2014
Created realtime 3D animations for broadcast television. Clients included: ESPN, CBS Sports, NFL Network, Golf Channel, and MLB Network.

Animator | Tourdesign Creative Services

Indianapolis, IN | January 2003 - November 2006
Created motion graphics and 3D/2D character animations for television commercials. Additional duties included: storyboarding, logo design, and character design.

Assistant Animator | Perennial Pictures Film Corp.

Indianapolis, IN | 1996 - 2001
Responsible for cleanup, inbetweens, and lip sync for traditional hand-drawn character animation. Various contract work for several children's TV and video series including: *Crawford the Cat*, *Baby Songs*, and *The First Easter Egg*.

EDUCATION

Animation Mentor | Advanced Character Animation / Animals & Creatures Animation

2011 - 2013
Learned character animation from mentors working at Disney, Dreamworks, & ILM. I took 3 certificate courses focusing on Character Animation, Collaborative Film Projects, & Animals and Creatures Locomotion.

Savannah College of Art and Design| Bachelor of Arts (B.A.), Computer Animation

Savannah, GA | 1996 - 2000
Strong classical art foundations in design, drawing, and art history. Main areas of study focused on 3D computer animation and 2D traditional animation.