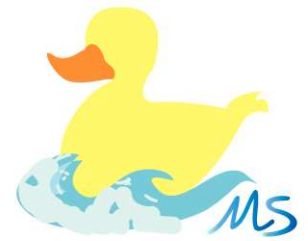


# Matt Sveum

Animator and 3D Artist |

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## About Me

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A collaborative and creative professional focused on character development and creating high-quality animation. I am well-versed in a range of animation styles, techniques, and software programs specializing in action-driven and dramatic shots. With an organized approach to managing project details and production experience, I possess a well-rounded skill set at each stage in the pipeline, from pre- to post-production.

## Skills

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### Animation

CG and Hand-Drawn Animation • Character Design • Modeling • Rigging

### Development

Story development • Creative Writing • Storyboarding • Management • Project Planning • Pipeline

## Software

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- Maya
- Photoshop
- Premiere
- After Effects
- Illustrator
- Deadline Monitor
- Shotgrid
- V-Ray
- Advanced Skeleton
- Adobe Animate

## Professional Experience

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### Animator and 3D Generalist

Fisher Price Creative Studios Imaginext Entertainment Team

February 2022-  
Present

- Animated action sequences for Imaginext Jurassic World Season 2, DC Superfriends, DJ Bouncin Beats
- Modeled, rigged and textured 3D characters, vehicles and assets for use in short films
- Composited motion graphics and effects for music videos and other secondary YouTube content
- Used Shotgrid and Microsoft Teams for pipeline organization and dailies

### Animation Instructor

Elite Animation Academy

February 2022-  
Present

- Planned and led classes on drawing and animation fundamentals
- Taught various software such as Maya, Photoshop and Adobe Animate
- Worked with students of all ages and skill levels

### Animator

Falcon's Digital Media

July 2021-  
September 2021

- Animated sequences for A Storybots Space Adventure, a special episode of Ask the Storybots on Netflix
- Animated shots in Shotgrid pipeline using industry-grade rigs
- Solved problems with teammates in a fast-paced production environment
- Attended daily meetings to receive notes and implemented constructive feedback

### Program Director

Championship Martial Arts

August 2012 to  
2021

- Created and edited graphics and video for advertisements and weekly

newsletters Attended community events resulting in enrollment and acquiring revenue targets

- Created, planned and implemented daily sessions. Led classes of 40+ students to grow in fitness, self-confidence and knowledge
- Built and maintained positive personal relationships with students and families
- Extensive experience in customer service and sales techniques

## Education

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**Bachelor of Fine Arts, *magna cum laude***

Graduated May

*Character Animation and Visual Language*

2015

University of Central Florida, Orlando FL

- Wrote, storyboarded, and directed an award-winning animated short film, “Snacktime”
- Led a team of 13 through all aspects of production.
- Served team in modeling, rigging, animation, rendering, compositing, and editing

## Training

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**Character Animation Certification**

Graduated

Animation Mentor

December 2017

Burbank, CA

- Took courses including: Animation Basics, Body Mechanics, Advanced Body Mechanics, Acting, Advanced Acting, Feature Animation Acting.
- Received personalized instruction and feedback from leading industry professionals at studios such as Dreamworks, BlueSky and Nickelodeon

## Accomplishments

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**Winner Best Animated Short Desert Rocks FAME 2015**

**Completed 2 fiction manuscripts totaling over 200,000 words**