

Matthew Ornstein

Character Animator and Game Developer

www.MattOrnstein.com - mornst@gmail.com

I am a character animator based in southern California with over sixteen years 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 proficiencies working with in mocap data, rigging, and animation graph setup.

Experience

Lead Animator at Frost Giant Studios – Irvine, CA

February 2022 – Present

Stormgate (PC)

Senior Animator at Riot Games – Santa Monica, CA

April 2021 – January 2022

League of Legends: Skins

Lead Animator at Bethesda Game Studio – Austin, TX

September 2019 – March 2021

Fallout76: Steel Dawn (2020)

Fallout76: Seasons 1, 2, & 3 (2020)

Fallout76: Wastelanders (2020)

Senior Animator at Bethesda Game Studio – Austin, TX

August 2014 – September 2019

Fallout76: Wild Appalachia (2019)

Fallout76 (2018)

Doom (2016) and DLC1, DLC2, DLC3

Prey (2017)

Battlecry (PC)

Animator (freelance) at Mika Mobile – Remote

September 2013 – February 2014

iOS title "Battleheart Legacy"

Animator at Insomniac Games – Burbank, CA

May 2012 - March 2013

Cinematic and in-game animator on XBOX360 and PS3 title: "Fuse"

Previs and in-game animator during pre-production of "Sunset Overdrive"

Senior Animator (freelance) at Wolf and Crow – Los Angeles, CA

March 2012 - May 2012

Marvel's "Avengers: Battle for Earth" game trailers.

Animator (freelance) at Blue Sky Studios – Greenwich, CT

January 2012 - March 2012

"Ice Age: Continental Drift"

Senior Animator (freelance) at Psyop – Los Angeles, CA

December 2011 - December 2011

Chevy Sonic "Joy" Superbowl ad

Senior Animator (freelance) at A52 – Los Angeles, CA

June 2011 - December 2011

Red Cross "Give Something that Means Something

Arrowhead Water "Nature's Fix" ad campaigns

Senior Animator (freelance) at Obsolete Robot – Los Angeles, CA

April 2011 - May 2011

Nintendo's 2011 E3 keynote teasers for Super Mario 3DS and Luigi's Mansion 2.

Senior/Lead Animator (freelance) at Psyop – Los Angeles, CA

September 2010 - April 2011

Coca-Cola "Happiness Factory" at World of Coke in Atlanta GA.

Best Buy "Kenneth the Blue Elf" ad campaign

Fix Animator at Walt Disney Feature Animation – Burbank, CA

April 2010 - July 2010

"Tangled". Responsible for animation fixes, redo's, and polish on existing shots. Animation of shots including primary characters, background characters, crowds, props, and hair.

Animator at Red5 Studios – Irvine, CA

August 2008 - January 2010

"Firefall" (PC)

Animator at LucasArts – San Francisco, CA

April 2006 - June 2008

"Star Wars: The Force Unleashed" (Xbox360 and PS3)

Education

Savannah College of Art and Design

BFA, Animation