

Matt Ornstein

character animator

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PROFESSIONAL EXPERIENCE

- Wolf and Crow** – Santa Monica, CA 03/2012 – Present
Senior Animator - Freelance
- Unannounced game trailer.
- Blue Sky Studios** – Greenwich, CT 01/2012 – 03/2012
Animator - Temp
- Ice Age: Continental Drift
- Psyop Studios** – Venice, CA 12/2011 – 12/2011
Senior Animator - Freelance
- Unannounced commercial project.
- A52** – Santa Monica, CA 06/2011 – 12/2011
Animator - Freelance
- Red Cross “Give Something That Means Something”.
 - Arrowhead Water “Nature’s Fix” campaign.
- Obsolete Robot** – Los Angeles, CA 04/2011 – 05/2011
Senior Animator - Freelance
- Nintendo’s E3 3D projection teasers for Super Mario 3DS and Luigi’s Mansion 2.
- Psyop Studios** – Venice, CA 09/2010 – 03/2011
Senior Animator - Freelance
- Best Buy “Kenneth the Blue Elf” 2010 Christmas campaign.
 - Coca-Cola “Happiness Factory” at World of Coke in Atlanta.
- Walt Disney Feature Animation** – Burbank, CA 04/2010 – 08/2010
Fix Animator - Temp
- “Tangled”
 - Animation fixes, redo’s, and polish on existing shots based on supervisor/director notes.
 - Complete animation of shots including hero characters, background characters, crowds, and cycles.
- Red 5 Studios** – Irvine, CA 08/2008 – 01/2010
Animator - Staff
- “Firefall” for PC
 - In-game creature, NPC, and player-controlled character animation.
- LucasArts Entertainment** – San Francisco, CA 04/2006 – 06/2008
Animator - Staff
- “Star Wars: The Force Unleashed” for Xbox360 and PS3
 - Pre-visualization, in-game, vignette, and cinematic animation.

EDUCATION

Bachelor of Fine Arts in Animation

Savannah College of Art and Design – Savannah, Georgia

Graduated March 2006, Magna Cum Laude