

Matthew Ornstein

Character Animator and Game Developer

mornst@gmail.com <https://vimeo.com/1030982648/b5a470a010>

I am a character animator based in southern California with over nineteen 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. I have proficiencies working with in mocap data, rigging, and animation graph setup in multiple game engines, including Unreal5. I also have extensive experience with multiple startup game studios.

Experience

Lead Animator at Frost Giant Studios – Irvine, CA

February 2022 – Present

Stormgate Responsibilities:

- Recruit, interview, art test, and manage animation team and tech artists.
- Stand up animation pipeline, including evaluation of animation software, working closely with tech artists to setup our rigging pipeline, tools, and maya to unreal process.
- Design and implementation of Unreal animation graphs and blue prints for RTS units and structures, as well and rigging and skinning of structures and other assets.
- Create high quality keyframe animation assets for in-game units and structures.
- Work directly with ingame animation outsourcing vender, providing animation direction and feedback.
- Interview, bid, and primary studio point of contact for first campaign cinematic vendor. Providing animation direction and feedback.

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