## **Matthew Luck**

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# **Animation Skills/Programs**

Traditional 2d animation

Special Effects and character animation

Layout

•Toonboom Software (Harmony, Animate pro 2, Storyboard Pro)

Animation, Compositing

•TvPaint animation, Adobe Creative Suite, A variety of 3d software (Maya, 3DS max, Blender, Z-brush)

# **Academic and Work Experience**

## Savannah College of Art and Design – BFA animation

Animation major- Graduated with honors (magna cum laude)

## **DHX Media.** (2017)

2D Feature Effects Animation Keyframes. (My Little Pony: The Movie)

#### JRC Integrated Systems. (2013-2016)

3d printing, 3d modeling, Technical Documentation, Analysis, scripting, Unity development

### Bento Box Animation. (2012-2015)

Puppet Animation and Special Effects (Out There) Special Effects Animation (The Awesomes)

#### Fly Machine Picture Company. (2012)

2d special effects animation, character animation, storyboarding

#### Johns Hopkins Applied Physics Lab (Internship and Temp work)

Character modeling, UV mapping, texturing, rigging, animation. Developed a pipeline workflow between Blender 3d and Delta3d

### Freelance EFX animation

Awesome Inc. (2014) – Too Many Cooks
Titmouse Animation (2014) – Team Hotwheels
Powerhouse Animation(2015-2017) – Castlevania, additional projects

### **Summer Internship Knowledge Management Solutions Inc. (2009-2010)**

HTML web-coding, Javascript, CSS coding, SQL

References and examples of work available upon request

