



Michelle Matthews

Animator, Designer, & Creative Professional

Related Experience

PANASONIC AVIONICS, LAKE FOREST, CA JUNE 2011–CURRENT

MULTIMEDIA DESIGNER SPEC II: Used artistry and expertise to work on many diverse projects including posters, dashboard creation, websites, and presentations.

FREELANCE DESIGNER, LOS ANGELES, CA MARCH 2011–CURRENT

MOTION GRAPHICS DESIGNER: Worked for individual clients on a number of projects for both television and web viewing.

CITY OF VIRGINIA BEACH, VIRGINIA BEACH, VA NOVEMBER 2007–MAY 2011

LEAD MULTIMEDIA GRAPHICS DESIGNER: Worked on a broad spectrum of assignments including virtual sets, motion graphics, branding and logo design, message boards, interactive disks, flash animations, html-based newsletters, pamphlets and various printed materials.

AMERICAN ANIMATION STUDIOS, PROSSER, WA JANUARY 2006–FEBRUARY 2007

ANIMATOR/RIGGER: Used a wide array of skills while working on the "Quest for Freedom" project, including 3D character animation, creating custom character rigs, facial animation, drawing storyboards, creating animatics, lighting, and creative problem solving.

BLUFFTON WEB DESIGN, BLUFFTON, SC DECEMBER 2005–FEBRUARY 2007

FREELANCE WEB DESIGNER: Used fundamental design principles to design website layouts for a medley of companies ranging from restaurants to wildlife preservation.

Education

ANIMATION MENTOR, EMERYVILLE, CA CERTIFIED DIPLOMA IN ADVANCED STUDIES

Emphasis on Character Animation
January 2008–March 2010

SAVANNAH COLLEGE OF ART AND DESIGN, SAVANNAH, GA BACHELOR OF FINE ARTS, CUM LAUDE

Emphasis on 3D Character Animation
Minor in Interactivity and Game Design
September 2002–May 2005

TIDEWATER COMMUNITY COLLEGE, VIRGINIA BEACH, VA ASSOCIATE OF APPLIED SCIENCE

Emphasis on Graphic Design
August 1997–May 2002

Contact Information

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Skills Overview

3D RIGGING AND ANIMATION

I am proficient in rigging and the basic principles of animation, and can apply these skills to bring believable, entertaining characters to life. I have extensive experience with facial and body animation, pre-production, and planning and would be a vital asset to any animation team.

DESIGN

With years of experience designing for print, web, and video, I am able to create designs that work well for multiple types of media. With a combination of technical knowledge and creativity, I am able to meet clients' expectations by producing quality work from conception to completion.

Technical Skills

Maya	Photoshop	Flash
MotionBuilder	Illustrator	Dreamweaver
3D Studio Max	InDesign	Director
Vray	QuarkXPress	HTML/XHTML
Premiere	After Effects	CSS

Awards & Activities

NSPRA AWARD OF MERIT, "Making a Difference", Designer & Animator, July 2010

VIDEOGRAPHER AWARD OF EXCELLENCE FOR CREATIVITY/USE OF GRAPHICS, "In the Works", Lead Graphic Designer, May 2008

340 HIGH STREET MAGAZINE, Tidewater Community College, Portsmouth, VA, May 2002

SEAWALL ARTS FESTIVAL, POSTER DESIGN WINNER, Portsmouth, VA, August 2001