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MATHIEU WALSH / ANIMATOR



CONTACT /

contact@mathieuwalsh.com

SKILLS/

Key frame animation
Motion capture / performance edit
Rigging (Maya)
Modelling
Surfacing
Compositing

SOFTWARE EXPERIENCE /

Maya, XSI, Motion Builder, 3DS Max, Mudbox, Topogun, Photoshop, Nuke, Combustion and Premiere

CAREER /

Apr 2012 – Current

Animal Logic (Sydney) - Character Animator

“LEGO: The Piece of Resistance” Feature Film

“Coca-Cola: Polar Bears “ Short Film

Dec 2011 – Mar 2012

Zoic Studios (Vancouver) – Animator / CG Generalist

“Falling Skies – Season 2” Television Series

“Thats my boy” Feature film

Jul 2011 – Sep 2011

Weta Digital (Wellington) - Animator

“The Adventures of TinTin” Feature film

Jun 2011 – Jul 2011

Resolution Design (Sydney) - Animator / CG Generalist

Various TVC's

Jan 2011 – Jun 2011

Animal Logic (Sydney) - Animator

“Starwars Lego: The Padawan Menace” Mini-Feature

Mar 2008 – Sep 2010

Krome Studios (Melbourne) - Senior Cinematic Animator / Rigger

“Transformers – Revenge of the Fallen” Wii game

Various in-house pitches and technical demonstrations

Nov 2007 – Feb 2008

Liquid Development (U.S.) – Freelance Animator

Various game projects

Feb 2007 – Nov 2007

Photon Animation Ltd (NZ) - Senior Character and Effects Animator

“The Adventures of Voopa the Goolash” Animated Series

“Action Dan – Outback Adventures” Animated Series

Jan 2004 – Feb 2007

The Creative Assembly (AUS) - Animator / Senior Animator

“Medieval II - Total War” AAA Title PC Game

“Medieval II - Total War: Kingdoms” Expansion Pack PC Game

“Rome - Total War: Barbarian Invasion” Expansion Pack PC Game

PERSONAL SKILLS + ATTRIBUTES /

I am a talented animator with substantial background and experience in the creation of high-quality animation for use in film, television and game environments.

Personal strengths include being an able communicator, being well organised and a friendly and positive motivator of others. I excel under pressure and require no supervision to achieve goals and carry out roles assigned to me.

Career strengths and abilities include:

- Create high quality animation for use in film, television and in-game environments
- Effectively resolve animation challenges and technical issues
- Identify and apply time/cost saving animation techniques
- Reasonably estimate amount of personal and team effort required to satisfy animation requirements on each assigned task
- Communicate effectively on technical and interpersonal levels
- Work effectively as part of a team and independently
- Meet the deadlines of a production

EDUCATION /

2003 – 2004

Diploma in Animation, Qantum College, Brisbane

2003 – 2003

Short Course in 3D Animation, Escapee Studios, London

2002 – 2002

Certificate 3 in Animation, Technical & Further Education College, Brisbane

1997 – 2001

Senior High School Certificate, Ormiston College, Brisbane

REFERENCES /

Rob Coleman – Head of Animation, Animal Logic (Syd)

Email: Rob.Coleman@al.com.au

Alfie Olivier – Animation Supervisor, Animal Logic (Syd)

Email: Alfie.Olivier@al.com.au

David Zwierzchaczewski - Animation Director, Photon Animation Ltd (NZ)

Email: David-Zed@hotmail.com