

Matt Kelly

Animator

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Objective To create appealing and engaging characters that help bring a world to life.

Experience

Bungie, LLC. *Animator, Contract, Spring 2009-Present*
Throughout the project, I worked efficiently and creatively to extend the quantity and quality of game-play animation that we could place on Reach without sacrificing memory. I created tools and techniques to assist other animators in the creation of animation content. I worked with design and tech-art to implement and solve for several technical challenges. I produced several in-game vignettes and game-play moments with special attention to the emotional states of the characters. I worked with both existing motion capture source material and hand keyed content to further the believability of our characters. I directed several motion-capture and video reference shoots for in-game character animation. I consistently delivered my assignments ahead of schedule to a high quality bar. This opened time up towards the end of project to create even more content as requested by design.

Amaze Entertainment, *Animator, Winter 2007-Spring 2009*
Animated on several game projects for Marvel, Warner Bros and Disney

Bungie Games, *Animator, Contract, Fall 2006-Summer 2007*
Created large amounts of gameplay animation for Halo 3. Worked with Designers and Programmers to improve or replace existing technical gameplay animation systems.

Education

AnimationMentor.com
Diploma in Advanced Character Animation Studies
Fall 2006

SUNY at Buffalo
Bachelor of Arts (Painting and Sculpture)
Spring 2003

References

Bill O'Brien, Lead Animator, Bungie billob@bungie.com
Rick Lico, Lead Animator, Bungie rlico@bungie.com