

matt sackley

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EXPERIENCE

Freelance Senior Animator & Previs Artist. Primarily working on characters, creatures and vfx animation in the commercials, film and tv series, and games industries. Comfortable working remotely for clients all over the world.

STUDIOS

FRAMESTORE
THE MILL
METHOD STUDIOS
JAMM
PARLIAMENT
PREYMAKER
HORNET
HIGHWIRE GAMES
CARBON VFX
IMAGINARY FORCES
SCHOLAR
BRAND NEW SCHOOL
TURNCOAT PICTURES
INFINITEWORLD
LEVIATHAN
LOBO
WIZART
PAROVOZ
NTROPIC
EDGLRD

FEATURE FILMS

THOR: LOVE & THUNDER
REVEALER
SNOW QUEEN 3: FIRE & ICE
YOKO AND HIS FRIENDS

ANIMATED SERIES

THE PORTAL
FANTASY PATROL
YOKO

GAMES & CINEMATICS

MARATHON
STAR WARS: ZERO COMPANY
SIX DAYS IN FALLUJAH
STAR WARS: GALAXY OF
HEROES

BRANDS

NIKE
NINTENDO
META
KELLOGGS
EA/RESPAWN
DISNEY/PIXAR
VOLKSWAGON
GMC
BUNGIE
KROGER
COX
SALESFORCE
NETFLIX
KOHLER
BLEACHER REPORT
ENERGIZER
SQUARESPACE

EDUCATION

Animation Mentor, Diploma in Advanced Studies of Character Animation
AnimationMentor.com, Emeryville, CA

Bachelor of Science – Computer Graphics Technology
Purdue University, West Lafayette, IN

SKILLS

Character Animation Creature Animation Motion Capture Previs Camera Animation
Autodesk Maya Autodesk Motion Builder Shotgrid Ftrack Perforce
PC/Mac/Linux RV SyncSketch

ACHIEVEMENTS/VOLUNTEER EXP

- + Mentor at Riseup Animation – providing mentorship through critique and 1on1 chats to students and entry-level animators.
- + Mentor to Purdue Animation Students on Senior short film course (2019)
- + Featured interview on Cuberush.co – “Interview with a Successful Freelancer” – January, 2019
- + Guest Speaker at Purdue University – “Freelance Animation” – April, 2018
- + Guest Blogger for AnimationMentor.com – “The Animation Mentor Community -A Student’s Perspective” – Nov, 2014
- + Co-Authored and published research on Virtual Reality – “A Comparative Analysis of Fish Tank Virtual Reality to Stereoscopic 3D Imagery” presented at the EDGD Conference – Nov, 2012