

# 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 industry. Comfortable working remotely for clients all over the world.

**STUDIOS**  
FRAMESTORE  
THE MILL  
METHOD STUDIOS  
CARBON VFX  
IMAGINARY FORCES  
SCHOLAR  
BRAND NEW SCHOOL  
TURNCOAT PICTURES  
INFINITEWORLD  
LEVIATHAN  
LOBO  
WIZART  
PAROVOZ  
FIFTEEN4  
DARKSIDE ANIMATION

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

**ANIMATED SERIES**  
THE PORTAL  
FANTASY PATROL  
YOKO

**BRANDS**  
NIKE  
NINTENDO  
KELLOGGS  
EA/RESPAWN  
DISNEY/PIXAR  
GMC  
RIVIAN  
SALESFORCE  
NETFLIX  
KOHLER  
BLEACHER REPORT  
ENERGIZER

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## EDUCATION

**Animation Mentor, Diploma in Advanced Studies of Character Animation**

AnimationMentor.com, Emeryville, CA

**Mentors:**

Aaron Hartline - **Pixar Animation Studios** - Steve Cady – **DNEG** - Mike Stern - **Pixar Animation Studios** - Joseph Antonuccio - **Blue Sky Studios** - Nicole Herr – **Walt Disney Animation Studios**  
Sean Sexton – **DreamWorks Animation**

**Bachelor of Science – Computer Graphics Technology**

Purdue University, West Lafayette, IN

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## SKILLS

Autodesk Maya      Shot Bidding      Shotgun Pipeline      Motion Capture Animation  
Adobe Photoshop      Character Animation      Creature Animation      Layout/Previz

## 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