

matt fidler

matt@mattfidler.co.uk

profile

Animator with close to three years experience within post-production, children's TV and video games including such companies as EA and Blue Zoo productions, and projects including 'Harry Potter and the Deathly Hallows part 1 and 2'. Graduate from Rob Hemming's Advanced Creature Course and graduated from Ravensbourne College with a first class honours degree (BA) in computer animation. Aim to work within film doing realistic creature and human animation, and with the skills at my disposal feel as though I am able to achieve high quality realistic work to whatever deadline necessary.

experience

blue zoo productions, april 2011 - present

Animator on 'Tree Fu Tom', ambitious new animated series to be aired in 2012. Work includes animation and layout of two minutes of footage per episode of full 3d character animation involving multiple characters. Once again have to develop techniques to create the upmost quality to demanding tv deadlines.

electronic arts, february 2010 - april 2011

Animator on 'Harry Potter and the deathly hallows' part 1 and 2. Created animation and previsualisation for Deathly Hallows part 2 and previously worked on Deathly Hallows part 1 on cutscenes and additional animation. Used Maya, Motionbuilder, Premiere and AFX for Previs work and animation, and am familiar with the Moven suit workflow. Also worked with EA Brightlights in-house game engine and tools. Used a mixture of fully hand-keyed animation and motion capture, and have become comfortable with both.

blue zoo productions, november 2009 - december 2009

Freelance animator at Bafta-winning animation studio, 'Blue Zoo'. Work included staging and animating an entire episode of CBeebies animation 'Alphablocks' and working on interactive elements of episodes for playout on the web. Using Maya once again, this was a very high footage per week job and highly fulfilling, as given a lot of freedom to integrate own ideas. Learnt to speed up workflow and learn new scripts and shortcuts to deliver high quality work to TV-schedule deadlines was also invaluable.

ninja theory, september 2009 - november 2009

Animator on Ninja Theory's triple-A title for Xbox 360 and PS3, 'Enslaved'. Creating character animation cycles, idle animations, and level animations in Maya and integrating them into the game through the Unreal Engine. Experience creating networks in Morpheme, mo-cap clean-up, and cut-scene camera work which helped improve filmic language and staging/layout.

the mill, march 2009 - august 2009

Initially a work placement involving one week with the 3D team and one week with the runners. Invaluable insight into the working schedules of a large scale post-production company. Put to work creating test animation cycles for Barclays 'Pig herder' advert, working with great team of professionals. Then went on to work as runner, whilst training with the Dr. Who visual FX team using creature rigs from BBC's 'Merlin'. Gained experience using Linux for first time.

darkside, molinare studio, july-september 2005

Work experience shadowing 3D artists, developing skills under the supervision and guidance of an experienced team. Great insight into the workflow of an actual animation studio, experience using 3D Programs such as Lightwave and Maya for first time.

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education

may 2011 - june 2011, rob hemming's realistic creature course

Attended Rob Hemming's 'animation A team' course, focusing your attention on the finer details of realistic motion in creatures, studying live action in detail, looking at creature poses and behaviour and learning various techniques to create fluid animal motion, including motion paths, the use of locators in polishing animations and Time Warps.

september 2006 - july 2009, animation (ba)

Animation (BA), Ravensbourne College of Design and Communication. Passed with First class honours. Directed 'Best Film' at college animation awards, 'El Bandito' (www.elbanditofilm.com), which involved initially pitching an idea to whole class and tutors and then leading a team of six for nine months.

september 2005 - july 2006, foundation degree in art and design

Foundation Diploma in Art and Design, Ravensbourne College of Design and Communication
Passed with Distinction.

september 2003 - july 2005, a levels

Langley Park Sixth Form. Four AS levels and 3 A levels, including A in Art and Design.

september 1997 - july 2003, gcse's

Trinity School, Croydon. Nine GCSE's gained, including six A's to A*s, and A in Art and Design.

skills

Technical skills involve expert knowledge of Maya, After effects, Premiere, and Photoshop. Good knowledge of Motionbuilder, Xsens MVN, Unreal Engine, morpheme, as well as some experience operating Linux (from time at The Mill)

Good communication skills from the various team and group orientated work done. Good knowledge of Soho post-production companies through work at The Mill and Molinare, and developed interpersonal skills through time working at various studios.

references

"Matt has been a wonderful member of the animation team, he's quick to learn and listens to advise and instruction well...He's on the way to being the sort of animator that would be an asset to any studio. It has been a great pleasure working with him and look forward to doing so again." (Gianni Malpeli, Senior Animator/ Mocap director, EA and of previous employment at WETA digital)

"Matt has been a good, safe pair of hands during our tight deadlines. He shows his work early and remains calm under pressure. When asked to make changes he is willing and positive and shows a strong sense of professionalism in his work." (Gary Welch, Lead Animator, Electronic Arts)

"Working with Matt during the production of Harry Potter and the Deathly Hallows part 2 was an absolute pleasure. His work, creativity and passion towards animation was really inspiring and I fully recommend Matt as a dilligent and talented member of any animation team in his future." (Gerry Wales, Senior animator, Electronic Arts)

Further references available on request.