



Matt Colglazier

732.814.9709 • Mcolglazier3D@gmail.com

MattColglazier.com

Skills		Software	
Modeling	Compositing	Maya	Premiere Pro
Texturing	Motion Graphics	Cinema 4D	After Effects
Shading	Rigging	Substance	Photoshop
Rendering	Animation	Nuke	Illustrator

Education

School of Visual Arts

Bachelor of Arts (B.A.), Computer Art; 3D Animation, 2020

Professional Employment

Freelance 3D Generalist

(July 2020 - Current)

- Responsible for Modeling and Rigging Hero characters for award winning, animated short film, "Nuevo Rico", 2020
- Worked with Directors, 2D Concept Artists and Animators to create CG characters and assets that held true to their 2D design aesthetic
- Created 3D set design concepts based on 2D drawings and design
- Worked closely with Production Design teams to create various 3D renders for clients such as Neiman Marcus, Ulta Beauty, Men's Wearhouse, Zaxby's Chicken, and Bush's Beans.

1st Assistant Camera/DIT "Leon's Fantasy Cut"

(March 2021 - April 2021)

- In charge of camera dept moves, card changes, assisting DP
- Assisted gaffer and art department with resets and lighting changes
- Performed memory card dumps and backups for camera and sound

Production Assistant at CBS "Blue Bloods"

(March 2015 - April 2015)

- Assisted crew with various tasks, in the holding offices

Production Assistant at Kaufman Films "Kid Witness"

(October. 2014 – November 2014)

- Truck transport, Firewatch, Re-routed pedestrian traffic during filming

1st Assistant Cameraman at Briggs Films "Limit"

(July 2014 - August 2014)

- In charge of camera dept moves, card changes, assisting DP
- Performed lens changes, equipment

Video Editor Intern at SituationNormal

(June 2012 - Aug. 2012)

- Edited music videos and live event footage for the agency's clients
- Created a captivating sizzle reel for a MTV pilot.
- Performed daily tasks, such as cataloging new footage and organizing project files