

# MATT COLGLAZIER



3D GENERALIST

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## PROFESSIONAL PROFILE

3D artist with experience in environment and character modeling, rigging and look development. Flexible and team oriented with enthusiasm for faced paced and creative productions. Can take an idea from concept to 3d for game, animation or commercial. Always striving to stay inspired and creating

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## WORK EXPERIENCE

### Freelance 3D Generalist

2020 - Present

- Responsible for modeling and rigging hero characters, "Barbie and Vico" for 2021 SXSW award winning short film, "Neuvo Rico"
- Worked with directors, 2D animators and concept artists to create 3D characters and assets that held true to their 2D style.
- Create 3D concept renders and prototypes for commercial and various production sets, based on photo reference and measurements
- Work closely with Production Designer and Art Dept to produce various prop prototypes and set designs for clients such as Marvel, ESPN, NFL+, Neiman Marcus, Ulta Beauty, HungryRoot, Zaxby's Chicken, Men's Wearhouse and more.

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

March 2021 - April 2021

This was a small production for a feature film, but a very rewarding experience. I try to use my production experience to help me in my cg work.

- In charge of camera dept moves, Lens and filter swaps and cleaning.
- Assisted Gaffer and art department with resets and lighting changes
- Performed card dumps, backups and cataloguing for camera and sound.

### Production Assistant

July 2014 - August 2015

I worked on a few different shows and films during this time, before I decided to pursue learning 3D seriously. I learned so many valuable things and got to work with some great people!

- Assisted crew with various tasks, from making runs, redirecting pedestrian traffic, handing out dailies, ets
  - I also performed duties like firewatch, transporting crew, and picking up and dropping off Art and wardrobe trucks
  - Worked on CBS "Blue Bloods", Kaufman Films "Kid Witness" and Briggs Films "Limit"
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## EDUCATION

Bachelor of Arts, Computer Art; 3D Animation

School of Visual Arts / NYC / 2020

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## SKILLS

- 3D Modeling
  - Texturing and Shading
  - Compositing
  - Look Development
  - Procedural workflows
  - Rigging
  - Time management
  - Attention to detail
  - Communication
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## SOFTWARE

- Maya
- Cinema 4D
- Substance
- Nuke
- After Effects
- Photoshop
- Illustrator
- Octane Render
- Arnold Render