



Matthew Heimbecker

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WORK EXPERIENCE

- **Animation Instructor**
School of Communication Arts, Raleigh, NC Sept 2007 – Present
Currently teaching classes in multiple areas within Maya, After Effects, Photoshop, and story development as well as developing curriculum, assignments, and course planning
- **Subcontract Character Animator**
BREAKIRON Animation & Design, LLC, Raleigh, NC Aug – Sept 2011
Animated logo character per reference video provided by client. Letter "I" character dancing to two music sequences
- **Teaching Intern / Website Assistant**
Thames Valley University, Reading, Berkshire, UK Jul 2007 – Sept 2007
Taught one-on-one sessions and workshops in Maya, developed online video content, and worked with online content management system
- **Graduate Teaching Assistant**
Savannah College of Art and Design, Savannah, GA Jan 2006 - Mar 2006
Answered questions and emails, helped with critiques, read scripts, evaluated flatbooks, taught sessions, and provided demonstrations for Concept Development for Animation Projects course

EDUCATION

- Savannah College of Art and Design
Masters of Fine Arts in Animation, June 1, 2006
- University of Maryland
Bachelor of Arts in Studio Arts, May 22, 2003

FILMOGRAPHY

- Sampling of festivals:
Imaginarium Film Festival, Conversano, Italy – Jul 2007
Planet Ant Film and Video Festival, Michigan – Jun 2007
CamboFest: Cambodia Film and Video Festival – May 2007
Reanimacja Festival Panorama, Poland – Apr 2007
Bradford Film Festival, Bradford UK – Mar 2007
Washington DC Independent Film Festival – Mar 2007
- Snip Crunch-
Encounters Short Film Festival, Bristol UK – Nov 2007
Poppy Jasper Film Festival, California – Nov 2007
Oxford Film Festival, Ohio – April 2007
Short Attention Span Digital Video Festival, Mar – Nov 2007
CortInquieti Animation Festival, Orderzo Italy, Mar 2007
Victory Arts Juried Competition, Texas, Nov – Dec 2006

TECHNICAL SKILLS

- Maya
- Softimage
- After Effects
- Nuke
- Photoshop
- Illustrator

PROFESSIONAL SKILLS

- Skilled use of the principles of animation applied to CG characters
- Emphasis on storytelling and performance with close attention to timing and use of camera
- Experience with each step in creating a short animation including concept to modeling, rigging, animation, and rendering