

Matt Schneck

Animator/Editor

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Reel: <https://vimeo.com/880002337>

Proficiencies

Adobe Creative Suite CS6

Davinci Resolve

Blender

Cinema 4D

Autodesk Maya

Lost Marble Moho

Toon Boom Harmony

Skills

Editing (Live-action and animation)

Motion Graphics

Technical Animation and Rigging

Character Animation

Character Design

Sound Design

Education

2012 Art Institute of Austin, Austin, TX. BA Media Arts and Animation

2004 Millersville University, Millersville, PA. BS Film, Minor in Music

References available upon request

Experience

Lead Animator/Editor 2023-2024
"Spongebob Throws a Superbowl Party with Patrick"
Nickelodeon - Los Angeles, CA

- Created puppet characters for Spongebob and Gary for Adobe Character Animator
- Recreated and interpreted animations from the show to work with the limitations of the program, while keeping the puppets as non-static as possible
- Animated and created lip sync for the 22 minute special for all characters (Spongebob, Patrick, and Gary)
- Helped come up with solutions to workflow problems that came up, including adding flexibility to the format of the animation in order to allow for easier editing of the overall program

Key Achievement:

- The timeline for the episode was incredibly tight, but I was able to create assets quickly enough that the producers were able to add in several elements that they thought were out of scope for the episode, including the addition of a third character (Gary the snail).

Lead Animator/Editor 2019-2023
NBCUniversal Peacock Kids - Los Angeles, CA

- Improved workflow and proficiency for animated originals, blending precision and creativity.
- Innovated project templates for heightened consistency and quality, allowing for accelerated delivery of longer original content.
- Improved onboarding of animators, through focused training in our time-sensitive workflow. Gave thorough and efficient feedback for animation refinement and foster a collaborative onboarding experience.
- Developed captivating original and branded content, leading to the creation of new online channels, which amplified our digital footprint.

Key Achievement:

- Developed, narrated, and animated Colossal Questions, a 350+ episode weekly YouTube series with an average audience of 5M. Involved in YouTube integrations, brand deals, and was the pilot show for a spinoff channel, Colossal Cranium.

Animator/Editor 2018-2019
DreamworksTV - Los Angeles, CA

- Created the first original animation content for the channel, leading to a shift in focus for the company from live action to more cost effective original animation.
- Researched and implemented the use of new software to increase the quality and quantity of digital content, including Adobe Character Animator, as well as plugins for After Effects such as DuIK and Mister Horse Animation Composer.
- Experimented with new forms of technology, including 3D stereoscopic and VR content.

Key Achievement:

- Assembled a top-tier animation team adept at crafting compelling content at a rapid pace, allowing for a greater amount of high quality content to be delivered to our audience.

Editor/Graphics Designer 2016-2018
AwesomenessTV - Santa Monica, CA

- Developed rapid VFX and multicam workflows, demonstrating agility and technical finesse to meet tight deadlines.
- Crafted dynamic graphics for live-action programming, including multicam gameshows and remote multi-location shoots.

Editor/Motion Graphics Editor 2012-2013
ElectronicArts - Playa Vista, CA

- Brought editorial in-house, drastically cutting production costs for the mobile marketing team, which had traditionally used outside contractors.
- Collaborated with major brands, ensuring consistent high-quality product development while adhering to stringent branding requirements, showcasing attention to detail and brand-conscious creativity.