

740 Breeze Hill RD #212, Vista, CA 92081 **TEL:** 503-442-6333
EMAIL: monheiber@yahoo.com **WEB:** www.mjocreations.com

MATTHEW ONHEIBER

PROFILE:

Over 8 years of experience working on games, films, and commercials. I have also had the pleasure of supervising animators and watching their work improve. I would like to continue to enhance my skill set alongside a fun and creative team that is looking to grow and create compelling performances.

EXPERIENCE:

SENIOR ANIMATOR, ROCKSTAR GAMES SAN DIEGO, CA 10/11 - PRESENT

Duties: Facial animation, Facial animation supervision, Body mocap cleanup/enhancement, Cutscene implementation/exporting, Outsourcing training/supervision, Software workflow/Pipeline documentation.

Projects:

- **Grand Theft Auto V (Game, 3DS Max, Motionbuilder)**

Facial animation/supervision for Cinematics, In-game facial animation, Body mocap cleanup/enhancement, Cutscene implementation/exporting.

- **Max Payne 3 (Game, 3DS Max, Motionbuilder)**

Facial animation/supervision for Cinematics, In-game facial animation,

Body mocap cleanup/enhancement, Cutscene implementation/exporting.

CINEMATIC ANIMATOR, NAUGHTY DOG SANTA MONICA, CA 04/11 - 10/11

Duties: Animation, Mocap cleanup/enhancement, Prop animation.

Projects:

- **Uncharted 3: Drake's Deception (Game, Maya)**

Body mocap cleanup/enhancement, Handkey facial animation, Prop animation

ANIMATOR, HOUSE OF MOVES LOS ANGELES, CA 12/10 - 02/11

Duties: Animation, Layout.

Projects:

- **The NHL Guardian Project (Cinematic Short, Maya)**

Full body key frame animation on multiple characters. Link to short:

http://www.youtube.com/watch?v=DeEJMoVW0V4&feature=player_embedded

SENIOR ANIMATOR, IMAGE METRICS SANTA MONICA, CA 3/08 - 12/10

Duties: Facial animation supervision, Facial animation, Rig evaluation, Software training/documentation, Client relations, Outsourcing training/supervision.

Projects:

- **Crysis 2 (Game, 3DS Max)**

Supervised and animated facial animation for In-game and Cinematics for multiple characters.

- **Red Dead Redemption: Undead Nightmare Cinematics (Game, Maya)**

Supervised facial animation on Cinematics for multiple characters.

- **Ultramarines: A Warhammer 40,000 Movie (Animated Feature Film, XSI)**

Supervised and animated facial animation for multiple characters.

- **Red Dead Redemption Cinematics (Game, Maya)**

Facial animation on Cinematics for multiple characters.

- **Assassin's Creed II Cinematics (Game, 3DS Max)**

Supervised and animated facial animation on Cinematics for multiple characters.

- **Army of Two: The 40th Day Cinematics (Game, 3DS Max)**

Supervised facial animation on Cinematics for multiple characters.

- **Fox's Biscuits "Ultimatum" (Commercial, Maya)** Facial animation on Vinnie the Panda. Commercial aired in the UK.

- **Grand Theft Auto IV: The Ballad of Gay Tony Cinematics (Game, Maya)**

Supervised and animated facial animation on Cinematics for multiple characters.

- **God of War III Cinematics (Game, Maya)**

Supervised and animated facial animation on Cinematics for multiple characters. Created character expression sheets to aid the client in artistic choices.

- **Grand Theft Auto IV: The Lost and Damned Cinematics (Game, 3DS Max)**

Supervised and animated facial animation on Cinematics for multiple characters. Worked closely with the client's development kit to ensure high quality animation.

- **Operation Flashpoint 2: Dragon Rising Cinematics (Game, 3DS Max)**

Supervised and animated facial animation on Cinematics for multiple characters.

- **Midnight Club: Los Angeles Cinematics (Game, Maya)**

Supervised and animated facial animation on Cinematics for multiple characters. Tested rigs and normal map viewer plug-ins.

ANIMATOR, IMAGE METRICS SANTA MONICA, CA 02/06 - 03/08

Duties: Facial Animation.

Projects:

- **The Curious Case of Benjamin Button (VFX Feature Film, Maya)**

Facial animation on 25 shots of Benjamin Button as a 60, 70, and 80-year old.

- **Grand Theft Auto IV Cinematics (Game, 3DS Max)**

Facial animation on Cinematics for main character Niko Bellic.

- **Jeff Wayne's musical of War of the Worlds (Theater Production, Maya)**

Facial animation on a resurrected 3D head of Richard Burton. Musical showed in Australia, New Zealand and the UK and can be found at

www.thewaroftheworlds.com.

- **Unreal Tournament III Cinematics (Game, 3DS Max)**

Facial animation on Cinematics for multiple characters.

- **Deutsch Telecom Ad (Trade-show Ad, Maya)**

Facial animation on English and German speaking characters for Deutsch Telecom advertisement.

- **Foodfight (Animated Feature Film, Maya)**

Facial animation on multiple characters.

- **Lair Cinematics (Game, Maya)**

Facial animation on Cinematics for multiple characters.

- **Metal Gear Solid 4: Guns of the Patriots Cinematics (Game, XSI)**

Facial animation on Cinematics for English and Japanese speaking characters.

- **Devil May Cry 4 Cinematics (Game, XSI)**

Facial animation on Cinematics for multiple characters.

- **Socom: U.S. Navy Seals Cinematics (Game, Maya)**

Facial animation on Cinematics for multiple characters. Face-over acting for two side characters.

- **Battlestations Midway Cinematics (Game, Lightwave)**

Facial animation on Cinematics for multiple characters.

- **Reservoir Dogs Cinematics (Game, Maya)**

Facial animation on Cinematics for multiple characters.

EDUCATION:

iAnimate 01/11-01/12 - Advanced Character Animation Training

University of Oregon 2001-2005 - BFA in Multimedia Design

TECHNICAL SKILLS:

Character animation in Maya, Softimage XSI, 3D Studio Max, and Motionbuilder. Knowledge of modeling, rigging, texturing, and lighting in Maya. Strong knowledge of Photoshop, Final Cut Pro, and After Effects.

REFERENCES:

David Barton - Producer, Image Metrics, toffeeprods@googlemail.com, +44 7957 716374

Peter Busch - Director of Production, Image Metrics, busch7@hotmail.com, 714-307-0707

Paul Griffin - Animation Supervisor, The Curious Case of Benjamin Button, Image Metrics, pauljohngriffin@gmail.com, 604-779-1548