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## MATTHEW ONHEIBER

### PROFILE:

Over 4 years of experience animating for 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, IMAGE METRICS SANTA MONICA, CA MARCH 2008 - PRESENT**

**Duties:** Facial animation supervision, Facial animation, Rig evaluation, Software training, Client relations

#### **Projects:**

- **Red Dead Redemption Cinematics (Game, Maya)**  
Facial animation on cut scene cinematics for multiple characters.
- **Assassin's Creed II Cinematics (Game, 3DS Max)**  
Supervised and animated facial animation on cut scene cinematics for multiple characters.
- **Army of Two: The 40th Day Cinematics (Game, 3DS Max)**  
Supervised facial animation on cut scene cinematics for multiple characters.
- **Fox's Biscuits "Ultimatum" (Commercial, Maya)**  
Facial animation on Vinnie the Panda. Commercial aired in the UK and can be found at [www.vinniesays.com](http://www.vinniesays.com).
- **Grand Theft Auto IV: The Ballad of Gay Tony Cinematics (Game, Maya)**  
Supervised and animated facial animation on cut scene cinematics for multiple characters.
- **God of War III Cinematics (Game, Maya)**  
Supervised and animated facial animation on cut scene 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 cut scene 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 cut scene cinematics for multiple characters.
- **Midnight Club: Los Angeles Cinematics (Game, Maya)**  
Supervised and animated facial animation on cut scene cinematics for multiple characters.  
Tested rigs and normal map viewer plug-ins.

**ANIMATOR, IMAGE METRICS SANTA MONICA, CA FEBRUARY 2006 - MARCH 2008**

**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 cut scene cinematic 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](http://www.thewaroftheworlds.com).
- **Unreal Tournament III Cinematics (Game, 3DS Max)**  
Facial animation on cut scene 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 cut scene cinematics for multiple characters.
- **Metal Gear Solid 4: Guns of the Patriots Cinematics (Game, XSI)**  
Facial animation on cut scene cinematics for English and Japanese speaking characters.
- **Devil May Cry 4 Cinematics (Game, XSI)**  
Facial animation on cut scene cinematics for multiple characters.
- **Socom: U.S. Navy Seals Cinematics (Game, Maya)**  
Facial animation on cut scene cinematics for multiple characters. Face-over acting for two side characters.

- **Battlestations Midway Cinematics (Game, Lightwave)**  
Facial animation on cut scene cinematics for multiple characters.
- **Reservoir Dogs Cinematics (Game, Maya)**  
Facial animation on cut scene cinematics for multiple characters.

**INTERN, ANIMATION DYNAMICS, INC. PORTLAND, OREGON JUNE 2004 - AUGUST 2004**

**Duties:** Animation, Modeling, Web Design

**EDUCATION:**

University of Oregon 2001-2005 - BFA in Multimedia Design

**TECHNICAL SKILLS:**

Character animation in Maya, Softimage XSI, and 3D Studio Max.  
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](mailto:toffeeprods@googlemail.com), +44 7957 716374

Peter Busch - Director of Production, Image Metrics, [busch7@hotmail.com](mailto:busch7@hotmail.com), 714-307-0707

Paul Griffin - Animation Supervisor, The Curious Case of Benjamin Button, Image Metrics, [pauljohngriffin@gmail.com](mailto:pauljohngriffin@gmail.com), 604-779-1548