



# DAVIDMATTOCK

MAYA GENERALIST \ CHARACTERS \ ANIMATION \ MOTION DESIGNER

## PERSONAL INFORMATION

### David Mattock

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BASED IN: **London**

## PROFILE

16 years experience in graphic design from print, corporate identity, new media and motion graphics has made me a multi-disciplined all round creative designer.

Now focusing on my passion for 3D and motion graphics I wish to bring my flare to a team with whom I can further my skills. I can criticise and be criticised, this I feel makes an artist.

## SHOWREELPORTFOLIO

Please visit [www.davidmattock.co.uk](http://www.davidmattock.co.uk) to view a full portfolio of my work. On the showreel page you can watch a one and a half minute showreel of 3D, 2D and motion graphics work.

## CREATIVE SKILLS

Character design  
Character modelling  
Character rigging  
Character animation  
3D modelling and animation  
Motion graphics

2D Character design  
Illustration  
Graphic design  
Flash animation  
New media

## SOFTWARE USED

Maya  
Zbrush  
Photoshop  
After effects  
Mudbox  
Illustrator

Flash  
Realflow  
InDesign  
Dreamweaver  
Premier  
Fireworks

## QUALIFICATIONS

National Diploma in Graphic Design (1992)

Higher National Diploma in Graphic Design (1994)

NVQ level 3 in Business Studies

Maya Core - 6 week intensive course at Escape Studios in Maya

Characters - 6 week intensive course at Escape Studios on anatomy, character design and production

Animation - 6 week intensive course at Escape Studios on character animation and production pipeline

## EMPLOYMENT HISTORY

**Freelancing - 2009 - to present day** - I am now freelancing as a 3D Artist / Animator / Motion Designer. Please see the next section for highlights of some of the projects I have worked on.

**Designer - May 2009 to present day and ongoing** - Working for Funtech Ltd, a technical computer school for children ages 7 - 16 years. I am in charge of all design and animation from website, flash game characters to company brochures.

**March 2008 to April 2009** - I went travelling around the world

**Prism Entertainment – May 2005 to Feb 2008, Senior Designer,**

At Prism Entertainment I created design concepts through to final production and animation for online and broadcast mainly dealing in children's projects. I worked for clients such as MTV, Nickelodeon, McMillan, Intel

**Freelancing - 2004 - 2005**

- **Adams Trainor** – freelancing on TV graphics, worked on BBC Snooker and produced an intro for ITV program "Mums on Strike"
- **Dare Digital London** – Various flash freelance projects inc Barclays bank online media
- **Olaus Roe** - 6 weeks freelancing on various projects for TV and web projects.
- **Fullard Learning** - Freelance E-Learning Flash and animation for major Companies

**Kubiak Creative – 2004** - 6 Months, Senior web and print designer

**Plymouth College of Art & Design** - 2 years part time while running Mattock Graphic Design, I wrote and taught courses in Photoshop & Flash

**Mattock Graphic Design – 1996 – 2004** - 8 years, managing all design, print and production of my own small graphic design company

## PROJECTS WORKED

**Birth of Britain** - for Channel 4 and National Geographic channel.

Series of 3 programs, Volcanoes, Gold and Ice about the creation of Britain. I created general 3D and motion graphics work for in programme informational graphics, mainly using Maya and After effects.

**Dairy Crest** - 3D character design and animation for an in house company training video.

We had only 2 months to model, texture rig and animate 24 characters in 8 different scenes showing different family demographics and their shopping and eating habits. Maya, Mudbox and After Effects used in the pipeline.

**Kelloggs Krave** - Motion graphics for an in house video.

Working for Spicer & Moore I was chosen to create a 3 minute video showing stats and imagery. I used 3d cameras and flip up illustrations to create an engaging environment. After Effects and Photoshop.