

MATTHEW ATKINS

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QUALIFICATIONS

I have worked for over 2 years in a studio environment. Along with my time in animation I have 5 years of illustration experience including conceptual art, children's book illustration, and background design. Much of my work involved creating with Art Directors, Producers, CEO's and other talented artists. Some of the high profile companies I have worked for include **FOX** and **Nickelodeon**.

EDUCATION

+2011- Spring 2012 Web Design Certificate, *Seattle Central College*
+2001- 2005 Bachelor of Fine Arts, *Academy of Art University*

PROGRAMS/SKILLS

+HTML	+CSS3	+Concept art and illustration
+Photoshop CS5	+Illustrator CS5	+Flash CS5
+InDesign CS5	+Dreamweaver CS5	+Microsoft Office

WORK

Kid Town Games (2011) Seattle, WA

Visual Development Artist

Kid Town Games is a startup and I was brought in to help further the design and development of a video game targeted at the 6-10 year age range. I spent my time there creating traditional illustrations, digital illustrations and storyboards that described the look and feel of the game world. I also worked on designing and organizing proposal material to bring in investors to the company.

California Pizza Kitchen (2008-2011) San Francisco, CA

Server Trainer/ Server

I worked at CPK for almost 4 years while pursuing children's book illustration and attending school. As a host I moved up quickly to server and was awarded a "R.O.C.K" award for exemplifying high store standards and work ethic. From a server I was asked by management to become a Server Trainer involving training new employees, maintaining store standards and also being the go-to for information regarding the company rules and standards. Customer service was a large part of my positions as well. I was often praised by customers and had repeat customers that ultimately brought in more revenue for the restaurant.

Animation Collective (2007) New York, NY

Lead Background Painter/Designer- Kappa Mikey/ HTDT pilot Nickelodeon

Animation Collective was a mid-sized studio where I was brought in on the second season of *Kappa Mikey* for Nicktoons as a background painter. After 3 months I was promoted to Lead Background Painter/ Designer. As the Lead Background Designer I worked with 3D renderings, created sketches, and painted finalized backgrounds. My position also included working with directors, animators and producers to keep the show on schedule and on budget.

Walsh Family Media (2006) New York, NY

Visual Development Artist- The Cool Beans

Walsh Family Media is a small studio in Brooklyn, NY producing a feature film. I came in as a concept artist to help redesign and design characters as well as conceptualize the story through sketches and illustrations. Much of the work I did while at WFM was design backgrounds to further the look and feel of the world in the film. While with WFM I worked with many talented designers and 3D artists to see my illustrations through to final render.

Blue Sky Studios (2005) White Plains, NY

Visual Development Artist- Horton Hears a Who

Blue Sky Studios, is a FOX owned feature film animation studio. I was asked to do a contract gig remotely on *Horton Hears A Who* animated feature. During the process I had conference calls with the Art Director and made revisions accordingly. My work involved creating designs based on Dr. Seuss' style and come up with original backgrounds, props and characters.