MATTHEW GRINNELL

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Experience

Professional Copy 'N' Print, Fall 2022-Summer 2023 – Store Manager
Printing, customer service
Worked with clients to print flyers, artwork, booklets, pamphlets, posters, etc. using equipment such as a Xerox Versant 180 Press. Managed the store independently in the mornings

University of Washington Animation Capstone, Fall 2019-Spring 2021 – TA, Animator
Taking Flight
A year-long course to teach the process of computer animation. Learned 3D and film production software and animation principles, worked with a 14-person production crew of students and teachers to create a 3-minute short film called *Taking Flight*. Student until Spring 2020, and a teacher's assistant until June 2021

Foundry10 Comics Workshop, Summer 2018 and Summer 2019 – Comics
Marigold (2018) and Gifts for Brianna (2019)
Wrote and drew comics digitally with guidance from Seattle comic artists to print and sell at Short Run, a local indie comics convention at a table. Comics were self-published online

Foundry10 Internship, Summer 2017 – Game Development
Bycatch-22
Developed a marine conservation-focused VR game for the HTC Vive using the Unity Engine, Autodesk Maya. Modelled, rigged, and textured assets and programmed in C#

Education

AnimSchool Character Animation Program – to be achieved Spring 2024

Interdisciplinary Visual Arts BA – achieved Spring 2022
University of Washington School of Art
Skills learned: Figure drawing, Color studies, Design

Animation Capstone, Fall 2019-Spring 2021
University of Washington Animation Research Lab
Skills learned: 3D Modelling, Rigging, Character animation, Storyboarding, Teaching

Skills

Proficient in:
 - Photoshop, Illustrator, Krita, Clip Studio Paint, Flash
 - Autodesk Maya, Blender, ZBrush, Unity
 - Premiere, After Effects

References available upon request