Matthew Ornstein

Character Animator and Game Developer
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I'm a character animator based in southern California with over twenty years of professional experience in video games, commercials, and feature film. I have in depth understanding of all aspects of animation production and game development. I have proficiencies working with mocap, rigging, and animation graph setup in multiple game engines, including Unreal5 and UEFN. I also have extensive experience with multiple startup studios.

Experience

Lead Animator at Walt Disney Entertainment – Remote
June 2025 – Present
Shipped Experiences:

"Star Wars: Smugglers Gambit" Fortnite Island:
- Rigged and animated prototype assets.
- Performed, captured, processed, and animated Nexa and Hondo with marker-less mocap.
- Hand keyed animated and implemented within UEFN “Blurrg” NPC.
- Hand keyed various other characters, droids, and NPCs.

"Disneyland Game Rush" Fortnite Island:
- Rigged and animated Mickey Mouse

Lead Animator at Arenanet – Remote
April 2025 – June 2025
Guild Wars 3:
- Provided feedback, mentor-ship, planning, and scoping of animation tasks for internal team of five animators.

Lead Animator at Frost Giant Studios – Irvine, CA
February 2022 – March 2025
Stormgate (PC):
- Recruited, interviewed, art tested, and managed animation team and tech artists.
- Stood up animation pipeline, including evaluation of animation software, working closely with tech artists to setup our rigging pipeline, tools, and Maya to unreal process.
- Design and implementation of Unreal animation graphs and blue prints for RTS units and structures, as well and rigging and skinning of structures and other assets.
- Create high quality keyframe animation assets for in-game units and structures.
- Work directly with ingame animation outsourcing vender, providing animation direction and feedback.
- Interview, bid, and primary studio point of contact for first campaign cinematic vendor. Providing animation direction and feedback.

Senior Animator at Riot Games – Santa Monica, CA
April 2021 – January 2022
League of Legends: Skins

Lead Animator at Bethesda Game Studio – Austin, TX
September 2019 – March 2021
Fallout76: Steel Dawn (2020)
Fallout76: Seasons 1, 2, & 3 (2020)
Fallout76: Wastelanders (2020)

Senior Animator at Bethesda Game Studio – Austin, TX
August 2014 – September 2019
Fallout76: Wild Appalachia (2019)
Fallout76 (2018)
Doom (2016) and DLC1, DLC2, DLC3
Prey (2017)
Battlecry (PC)

Animator (freelance) at Mika Mobile – Remote
September 2013 – February 2014
iOS title "Battleheart Legacy"

Animator at Insomniac Games – Burbank, CA
May 2012 - March 2013
Cinematic and in-game animator on XBOX360 and PS3 title: "Fuse"
Previs and in-game animator during pre-production of "Sunset Overdrive"

Senior Animator (freelance) at Wolf and Crow – Los Angeles, CA
March 2012 - May 2012
Marvel's "Avengers: Battle for Earth" game trailers.

Animator (freelance) at Blue Sky Studios – Greenwich, CT
January 2012 - March 2012
“Ice Age: Continental Drift”

Senior Animator (freelance) at Psyop – Los Angeles, CA
December 2011 - December 2011
Chevy Sonic "Joy" Superbowl ad

Senior Animator (freelance) at A52 – Los Angeles, CA
June 2011 - December 2011
Red Cross "Give Something that Means Something
Arrowhead Water "Nature's Fix" ad campaigns

Senior Animator (freelance) at Obsolete Robot – Los Angeles, CA
April 2011 - May 2011
Nintendo's 2011 E3 keynote teasers for Super Mario 3DS and Luigi's Mansion 2.

Senior/Lead Animator (freelance) at Psyop – Los Angeles, CA
September 2010 - April 2011
Coca-Cola "Happiness Factory" at World of Coke in Atlanta GA.
Best Buy "Kenneth the Blue Elf” ad campaign

Fix Animator at Walt Disney Feature Animation – Burbank, CA
April 2010 - July 2010
"Tangled". Responsible for animation fixes, redo's, and polish on existing shots. Animation of shots including primary characters, background characters, crowds, props, and hair.

Animator at Red5 Studios – Irvine, CA
August 2008 - January 2010
"Firefall" (PC)

Animator at LucasArts – San Francisco, CA
April 2006 - June 2008
"Star Wars: The Force Unleashed" (Xbox360 and PS3)

Education

Savannah College of Art and Design
BFA, Animation