

# MATTHEW GILLIGAN

Animator / 2D Artist



www.gilligananimation.com



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Sydney, Australia

## KEY SKILLS

- Digital hand drawn animation
- 3D animation
- Storyboarding
- Character design
- Ten years industry experience
- Strong understanding of animation pipeline
- Good Communication skills
- Excellence in problem solving and prioritising work

## EDUCATION

**Bachelor of Arts**  
(Vis Comm) major: animation  
Raffles College of Design  
and Commerce, Sydney Australia

## WORK EXPERIENCE

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### 3D ANIMATOR - Nov 2022 - Feb 2023

#### Animal Logic

- Responsible for cleaning up model geometry on characters using Autodesk Maya
- Worked on the animation crew and animated character sequences
- My secondary role was working on crowd cycles to help speed up production
- Assist with motion capture and reference material which was needed for populated shots

### 2D ANIMATOR - Oct 2018 - May 2022

#### Flying Bark Production

- Animated Inbetweens, keys and rough sequences in Toon boom Harmony on various shows
- Helped train new animators who had little experience on feature production
- Helped Create unique lip syncing on new projects for other animators to use

### 2D ANIMATOR - Nov - Dec 2017

#### SIXTY40

- Animated and designed 2D effects in Adobe Flash to move across live action footage for American commercial

### MEDIA/GRAPHIC ANIMATOR - Nov 2015 - Aug 2016

#### ABP (Animated Biomedical Productions)

- Responsible for animating 2D graphic in After Effects for medical education videos
  - Other roles included editing long video sequences and cleaning up the quality of narration audio
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