

Ivan Mattos

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EDUCATION

Bachelor of Science in Media Arts & Animation, Art Institute of California, San Francisco Bay Area, 2010

SKILLS

Spine, After Effects, Adobe Animate, Photoshop, Unity, Animation pipelines, 2D character rigging and animation, lip syncing, illustration, motion graphics, cinematic camera animation, analytic creative marketing, task tracking, international collaboration

EXPERIENCE

Senior 2D Animator – Squid Games Apr 2023 – Nov 2026

- Established the pipeline, rigging, and animation for characters and building animation
- Collaborated with narrative designers and artists, and assisted in asset creation
- Worked closely with engineers for Unity implementation
- Lead and managed contracted animation
- Assisted with technical effects art in Unity
- Documented briefs for animation

Video Editor – Electronic Arts x Glu Mobile (EA acquired Glu 4/2021) Feb 2020 – Nov 2022

- Created Ads, social media posts, and App Store trailers comprised of custom capture footage and motion graphics
- Collaboratively delivered creative videos and statics to drive user acquisition from original IP to licensed IP such as Star Wars and Disney
- Self-taught After Effects within the interview period and later had my test utilized for user acquisition

Animator – Glu Mobile Sep 2018 – Feb 2020

- Rigged and Animated meshed characters and environments
- Continued in the production of a flagship IP leading into the acquisition from one of the largest companies in gaming
- The animation test that I delivered was later integrated into the live product

Freelance Animator – Renegade Animation June 2018 – 2018

- Lip synced animation following story boarded scenes with nested characters
- Produced shots for Cartoon Network shows like UniKitty!

Senior Animator – TinyCo, a Jam City Company Jan 2011 – 2018

- Character, animal, environmental, combat, and situational comedy animation
- Helped grow a startup into an acquisition by one of the bigger names in mobile gaming with IPs such as Family Guy and Futurama
- Won over the approval of celebrities such as Patrick Stewart, Benedict Cumberbatch, and Nathan Filian for character actions featured in our games

INTERESTS

Peer mentorship, seminar hosting, constructive work functions, eager to learn new skills and tools, puns. Video Game Journaling and cat fostering.