

# Ivan Mattos

ivan.alex.mattos@gmail.com · (707) 499-7442 · [piworkroom.com/ivanmattos](http://piworkroom.com/ivanmattos)

## EDUCATION

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

## SKILLS

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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

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### Senior 2D Animator – Squid Games

Apr 2023 – Apr 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

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