



Matthew Colglazier
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MattColglazier.com

Skills		Software	
Modeling	Compositing	Maya	Premiere Pro
Texturing	Motion Graphics	Cinema 4D	After Effects
Shading	Rigging	Substance	Photoshop
Rendering	Animation	Nuke	Illustrator

Education

School of Visual Arts
Bachelor of Arts (B.A.), Computer Art; 3D Animation, 2020

Professional Employment

Freelance 3D Generalist (July 2020 - August 2020)

- Responsible for Modeling and Rigging 2 CG characters for a 2D animated short film, "Nuevo Rico"
- Worked with Director, 2D Concept Artist and Animators to ensure the 3D versions of their 2D Character designs still held true to their aesthetic

Production Assistant at CBS "Blue Bloods" (March 2015 - April 2015)

- Assisted crew with various tasks, in the holding offices
- Fire watched camera trucks and DIT tents.

Production Assistant at Kaufman Films "Kid Witness" (October, 2014 – November 2014)

- In charge of picking up and driving trucks to and from set
- Promptly transported Director between filming locations
- Helped with pedestrian blocking, running errands and any other tasks required

1st Assistant Cameraman at Briggs Films "Limit" (July 2014 - August 2014)

- Assisted the DP with setting the frame for the scene and pulling focus Changed camera mounts, lenses and batteries, as needed Slated each take and set marks for the actors and actresses.

Video Editor Intern at SituationNormal (June 2012 - Aug. 2012)

- Edited music videos and live event footage for the agency's clients, as well as
- Created a captivating sizzle reel for a MTV pilot.
- Performed daily tasks, such as cataloging new footage and organizing project files