

MATT PELTIER

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www.omaticlab.com

TOOLS

- Mac OS / Windows
- After Effects
- Premiere Pro
- Final Cut Pro
- Apple Motion
- Photoshop
- Illustrator
- Sketch
- Cinema 4D
- Blender
- Octane Render

EDUCATION

Bachelor of Arts, New Media
Western Washington University
Bellingham, Washington



Certified Pro
Motion 3, Level One



Certified Pro
Final Cut Pro 6, Level One

Tectonic

May 2017 – Current / Motion Designer

Working closely with Tectonic to create motion studies to define system-wide motion language for their client.

Native

April – May 2017 / Motion Designer

Collaborated with Visual and UX Designers to create the UI behavior for the future in-flight entertainment system of an international airline.

Watts Media

February – March 2017 / Motion Designer

I created photorealistic 3D renders for the launch of Carbon 3D's revolutionary 3D printer, the M2.

Turn 10

June – September 2016 / Motion Designer

Worked with Visual Design and UX teams to design 2D and 3D motion prototypes for Forza 7.

Citizen, Inc.

February – March 2016 / Motion Designer

I created mobile motion studies for Citizen's large corporate client.

Amazon

November 2015 – February 2016 / Motion Designer

I joined Amazon's AWS Team to define their visual and motion language while rapidly prototyping for intended platforms, including iOS and browser-based systems.

Microsoft

February – April 2015 / Visual Design

I created a variety of visual elements for Windows 10, with a focus on iconography.

Skype

July – December 2014 / Motion, Visual, UX

I worked closely with the head of brand to define the future of Skype's Visual and Motion Design language. Motion studies often ranged across several devices, from phones and tablets to TVs.

Microsoft

April – June 2014 / Motion, Visual, UX

I created high fidelity, pixel-perfect visual designs and motion studies to influence the overall look and feel of Microsoft's Connected Car. I also provided redlines for both visual and motion comps.

Xbox

March – November 2013 / Motion, Visual, UX

Worked closely with Visual and UX designers to create motion studies for Xbox One applications, I also worked alongside and advised the engineering teams to implement motion for the console.

Lincoln Leopard

November 2009 – February 2010 / Motion, Visual & Graphic Design

Created all graphics for Travis Senger's award-winning documentary, "White Lines and The Fever: The Death of DJ Junebug."