

MATT LAWSON-HALL

ANIMATOR

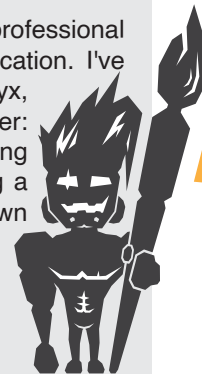
MattLawsonHall@gmail.com | +447969076915 | Newcastle, U.K.

PORTFOLIO

<https://www.mattlawsonhall.com>

ABOUT ME

I am a highly-driven animator, artist, and educator with extensive professional experience in the games industry, freelance work, and games education. I've brought characters and cutscenes to life as an Animator for Eutechnyx, contributing to titles like the Nascar the Game series and Warhammer: Storm of Vengeance. I've worked to develop the start up indie game studio MADE BY TITANS, working on art and animation for 'Squishy Sports' a 2D physics based party game. Currently, I'm pursuing a Character and Creature Animation MA at the University of Hertfordshire under the mentorship of renown animator Alex Williams. In education, I excel in teaching, assessment, quality assurance, leadership, and qualification development across further and higher education, helping students achieve their goals through studies, extra curricular opportunities and collaboration with industry.



RELEASED TITLES

DATE	Project	Publisher	Platform
Current	Squishy Sports	Independent	PC, Switch
Various	Visualisation Technology Projects	Zerolight	PC
2014	Warhammer 40k: Storm of Vengeance	Eutechnyx	IOS, Android, PC
2014	Nascar '14	Eutechnyx	PS3, 360, PC
2013	Nascar Redline	Eutechnyx	IOS
2013	Nascar the Game 2013	Eutechnyx	PC
2013	Ride to Hell: Retribution	Deep Silver	PS3, 360, PC
2012	Nascar the Game: Inside Line	Activision	PS3, 360, Wii
2015	Autoclub Revolution	Eutechnyx	PC

KEY SKILLS

Key Skills: Character Animation (2D & 3D), Character Design, Environment Design, Game Asset Production (2D & 3D), UI/UX, Illustration, Bizdev & Marketing, Project Management, Pitching, Real time VFX, Basic Programming (C#/Python)

Primary Software: Maya, Motionbuilder, Spine

Game Engines: Unity, Godot, Custom Engines & Unreal Engine

Other Software: Affinity Suite, After Effects, Blender3D, Da Vinci Resolve, Illustrator, Microsoft Office Suite, Photoshop, Premiere Pro, Substance Painter

EDUCATION

University of Hertfordshire, Online (Jan '24 – Jan '26)
MA Character and Creature Animation
Grade : Pending

Advance HE
Fellowship Status Achieved Feb '24

Northumbria University, Newcastle (Sept '14 – July '15)
Secondary Education: Art, Craft and Design PGCE
Grade : PASS & Qualified Teacher Status (QTS)

De Montfort University, Leicester (Sept '08 – July '11)
Ba (Hons) Animation Design
Grade : 2:1

Costessey High School, Norwich (Sept '01 – July '08)
A-Level - Art, History and Mathematics
10 GCSE's - all grade C and above

REFERENCES CAN BE SUPPLIED ON REQUEST

EMPLOYMENT

Programme Leader: Games, Animation & VFX

Education Partnership
North East (Sunderland College)
Aug '16 – Present

- Teaching, learning and assessment (Level 3 - 6)
- Lead internal quality assurance
- WorldSkillsUK educator and ambassador
- Continued professional development delivery to colleagues
- Periods of acting curriculum manager
- Written 'Games Design and Production' BA(Hons) degree
- validated through the University of Cumbria
- Mental health first aider

External Verifier, Principal Examiner & Consultant (Games)

Aim Qualifications
& Assessment Group
Oct '20 – Present

- External quality assurance
- Report writing and centre feedback
- Standardisation and training sessions delivered to centres
- Qualification approval
- Qualification development and improvements
- Exam paper marking

Teacher of Art
Cramlington Learning
Village
July '15 – July '16

- Teaching, learning and assessment
- Form tutor
- NQT year completed

Animator
Eutechnyx & Zerolight
July '11 – July '14

- Keyframe & motioncapture animation production
- Technical animation and rigging
- Cinematics and gameplay animation production
- Mentor to work-experience students

ADDITIONAL PROJECTS

**Studio Co-Founder
& Art Director**
MADE BY TITANS
Feb '19 – Present

- Two man start-up indie game studio
- 'Squishy Sports' in production (Nintendo Switch & Steam.)
- Art & animation production (character, environment, UI/UX & VFX)
- Marketing, social media, web and storefront design
- Events (EGX, Insomnia, Yorkshire Games Festival & more.)
- Bizdev, pitching and production management
- Participant in 'Tentacle Zone Incubator for Under Represented Developers' (2021 Cohort)

Online Art Store Owner
Etsy
Jan '22 – Aug '23

- Creating and selling high quality art and illustration prints
- 5 star store rating
- Shipped orders nationally and internationally
- Storefront design and search engine optimisation

Art Tutor & Mentor
Warner Brothers Discovery
Access x Rocksteady Studios
Games Academy
Oct '22 – Feb '23

- Hybrid 12-week skills development programme to develop skills & knowledge for working in the games industry.
- Designed and delivered sessions to develop skills in 3D game art and environment concept art production
- Group project mentor
- Portfolio support

Animator
Erasmus+
Maths Animation Project
Oct '17 – Feb '19

- Produced 20 educational GCSE Mathematics motiongraphics animated episodes in collaboration with international partners
- International business meetings
- Quality assurance and development based on user feedback

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