

MATHEW ROTMAN

EFFECTS ARTIST & TECHNICAL DIRECTOR

310-480-1028 | mathew.rotman@gmail.com

Professional Experience

2011 - Present

Freelance Effects Artist

Psyop LA

Created fluid and particle effects elements for commercials
Clients include: Old Navy, Honda

2007 - 2011

Lead Effects Artist

Logan LA

Developed scalable, procedural systems for effects shots in commercials, film, and video game cinematics
Specialized in fluid dynamics, particle systems, cloth, and rigid body workflows across multiple 3D platforms
Clients include: Apple, Cadillac, Clinique, Exxon, Electronic Arts, Lexus, Zombieland

2006 - 2007

Lead Effects Artist

Ring of Fire

Developed particle, cloth, fluid, and hair systems in Maya for commercials and film
Scripted custom effects workflows and user interfaces in MEL
Clients include: AT&T, The Bucketlist, Mercedes, Motorola, Sony, Target, Yahoo

2003-2006

Freelance Effects Artist

Luma Pictures, NASA Goddard Spaceflight Center, Duvenjian Graphics, Big Sisters Watching

Education

2005

New York University - Tisch School of the Arts

Bachelor of Fine Arts in Film & Television Production with a specialty in Animation

Software Experience

Listed in order of years in production from greatest to fewest

3D - Maya, Realflo, Houdini, Softimage - ICE particles, FumeFX, Krakatoa

2D - Nuke, After Effects

Languages - Mel, Python

Operating Systems: Linux, Windows, OSX