

Matt Pierce

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Career Narrative

Motion Capture Editor (UBISOFT Toronto) 2014 to Present

Technical Skills and Responsibilities

General; Work side by side with other team members to process motion capture data and mentor staff on new techniques and pipeline tools. Collaborate and take direction from studio manager and direct manager to fix time-sensitive delivery issues and develop best practices and workflow. Taken courses in Conflict Management and in Effective Communication.

ViconBlade/Shogun; Capable of setting up and tracking files to ensure top quality and delivery to clients needs. Write scripts in HSL and in Python to improve flexibility and productivity of our postproduction and our production teams. Have worked with international studios to meet their delivery guidelines.

MotionBuilder; Able to set up characters, actors and animate. I also create python scripts for motion capture and for the animation team when needed. Scripts are targeted to save time during editing and for delivering files by automating time consuming and repetitive task.

Python; Create user interfaces to automate file wrangling, directory creation, read and write Excel files, XML files and PyQT.

Vicon HSL; Utilizing Vicon Blade 2, 3 and Shogun Post. I have programed creative and efficient tools to speed up and automate tasks by using HSL and python together. From quickly importing files and not needing to use the eclipse database, to quickly starting up the scene gathering reference videos and images for the current scene and to effective auto gap filling. I have also made tools that allow the team to catalogue actors, what projects they have worked on, and gather reference videos of them for archives within Blade using a user interface.

Other software but not limited to

Maya; 3DsMax; Adobe Suites; Avid; Microsoft; Linux(Fedora)

Video Game titles worked on:

- Assassin's Creed Odyssey(2018)
- Skull and Bones (TBA)
- FarCry 5(2018)
- StarLink(2018)
- Assassin's Creed Origins (2017)
- Watch Dogs 2 (2017)
- Ghost Recon Wildlands (2016)
- For Honor (2016)
- The Division (2016) + DLC
- Far Cry Primal (2016) + DLC
- Assassin's Creed Syndicate (2015) + DLC
- Far Cry 4 (2014) + DLC
- Assassin's Creed Unity (2014) + DLC
- Assassin's Creed Rogue (2014)

Film and Television titles worked on as Motion Capture Editor and Tools Programmer:

- IT(2016)
- Resident Evil (The Final Chapter) (2016)
- Ben-Hur (2016)
- Vikings (2015 -2016)

Freelance Production/Crew/Animation 2008 to 2014

Launched services to support busy, established firms to meet animation and filming deadlines. Adapted quickly to meet the creative and technical specs of new projects. Operated with a service-centric nature: remain organized, meet timelines, and resolve issues before they escalate.

- Volunteered and helped teach film workshops in Collingwood under Mountain Goat Film Company with Tom Strnad (Owner/Operator). Taught the basics of filmmaking to students, whose work has won four platinum awards at the 2014 Wasaga Beach Film Fest.
- Was repeatedly relied upon by Mountain Goat Film Company to meet film and television production, distribution and postproduction service needs. Pivoted easily to direct, produce, manage special effects makeup, and operate cameras.
- Worked with professional actors, held the production design, prop making, wardrobe and camera operation reigns for Summer Picture's feature film: Dead Dreams.
- As a subcontractor for Switch Video / Marketing, produced 2D and stop-motion animation for international customers showcasing their companies and products.
- While contracted by Rune Entertainment based out of Toronto, rigged several characters for the Dark Grounds game and the accompanying music video. Modeled and textured props. Additionally, rigged characters and vehicles for a space simulation project.
- Shared skill set by tutoring students in 3D and in other computer applications.
- Appointed as VFX Artist and Compositor for third year Humber College Film Students' short film production, Dead Hearts. Researched 3D camera tracking and matchmoving 3D objects for composing to meet both client's and director's needs. The film was subsequently screened at Montreal Film Festival.
- Handled Producer, Director, Storyboard Artist and Actor roles for Humber College short film production, Pocket Full of Holes.
- Handled the special effects makeup, production, and acting for the independent film, The Fourth Degree for Beyond Productions. Earned First Place at the Grand Mariner Media Festival at Blue Mountain Resorts.

Film Work

- Breaking the Coda (short) (2015) Directed by: Wilson Chan
Role: Actor; Learned and performed choreographed sword fight for 24-hour film competition.
- Aldrus (short film) (2014) Directed by: Dan and Mike Palermo
Role: 2nd Assistant Camera operator, helped set up scenes and assisted the director of photography.
- Fortune Hills (2013) Directed by Josh Koffman
Role: Field Recorder, Special Effects Makeup, VFX Artist; Recorded actors dialogue and created practical special effects and makeup while on set and created visual effects in post production with After Effects.
- Haole and Show Case (Blue Mountain Promo) (2013)
Role: Camera; Operated handheld camera and drone camera while filming downhill mountain bikers for promotion video.
- Dynamic Duo (2012) Directed by Tom Strnad
Role: Camera, Production Design, Special Effects Makeup; Helped set up and film shoots, designed props and applied practical effects makeup.
- Ship Wrecked (Documentary) (2012) Directed by Tom Strnad
Role: Camera and Production; Filmed snowboarders for sports documentary and helped organize crew and talent.
- Blue Gravity (Documentary) (2011) Directed by Tom Strnad
Role: Camera and Production; Filmed downhill mountain bikers for sports documentary and helped organize crew and talent.
- Dead Dreams (2011) Directed by Josh Koffman
Role: Camera, Production Design, Wardrobe, Special Effects Makeup, VFX Artist and Assistant Editor.

Awards

- Gold Remi for Best Sports Documentary at the Houston Worldfest for Ship Wrecked. (2014)
- Silver Award for Best Documentary at Wasaga Beach Film Fest for Shipwrecked. (2014)
- Silver Remi Award for Best Sports Film at the Houston Worldfest for Blue Gravity. (2014)
- Earned First Place at the Grand Mariner Media Festival at Blue Mountain Resorts for The Fourth Degree. (2007)

Education

Rapier Wit Stage Combat (2014 - Present)

Participate in weekly workshops and events on performance and combat for stage and screen. Classes have included short sword, small sword, longsword, rapier, shields, hand to hand, found weapons, wire and rigging, swat and tactics.

Basic Actor Combatant (Intensive) - Fight directors of Canada Rapier Wit, Toronto (2015)

Sword, staff and unarmed combat training, including rolls, falls, takedowns and how to perform safe and convincing fights. This course taught the importance of how to follow directions from a Fight Director to develop complex choreographed scenes, work as a team, how to handle roadblocks, and adapt to last minute changes.

Advanced Character Animation Diploma Animation Mentor, California (2012)

Completed 12 sessions for each program element: Basic Foundations; Psychology of Body Mechanics; Advanced Body Mechanics; Introduction to Acting; Advanced Acting; and Polishing & Portfolio.

Computer Animation Postgraduate Program 3D for Production (Honors) Humber College School of Media Studies & Information Technology Toronto (2008-2009)

Course covered: Character Rigging; Animation; Motion Capture; Visual Effects and Animated Short Development.

Multimedia 3D Animation Diploma (Honors) Humber College, Toronto (2006-2008)

Course load spanned advanced applications of: Animation Art; Life Drawing for Animation; Production Art; 3D Art; 2D Art; Film Art; Post Production Art and; Acting for Animation.