



MATTHEW MAI

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Canyon Lake, CA 92587

SOFTWARE

SKILLS

- Clip studio paint
- Toon Boom Harmony
- Toon Boom Storyboard
- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Adobe Premier
- Maya
- Blender
- Unreal Engine
- Unity

WEBSITES LINKS

- <https://matthewmai146.wixsite.com/matthewmai>
- <https://www.linkedin.com/in/matthew-mai-816049313>

SUMMARY

Dynamic animation professional with a proven track record at Tatsunoko Production, specializing in 2D animation and storyboard development. Excelled in transforming concepts into visual stories, enhancing team performance through exceptional problem-solving skills. Known for meticulous layout design and effective multitasking, consistently delivering projects that exceed creative expectations.

SKILLS

- 2D animation
- Storyboard development
- Concept development
- Visual storytelling
- Storyboarding
- Hand-drawn animation
- Storyboard creation
- Keyframing
- Video editing
- Digital illustration
- Layout design
- Graphic design principles
- Character design
- Problem-solving
- Team building
- Problem-solving abilities
- Time management abilities
- Multitasking

WORK HISTORY

Character Layout artists

Powerhouse Animation/ April 2025 to Current

- Completed layout stage in Clip Studio Paint to stay in model
 - Fixing the character design and prop design of the line work with the character design team
 - Clean up the character model in Toon Boom Harmony.
- 2nd Key Animator

Freelance Animator, Clean up animator contractor

Dir Kaniz Fatema "The Fisherman's Lullaby" March 2025/ April 2025

- Adding an In-between animation
- Clean up the character models in Genga forms

Tatsunoko Production/ Jan 2025 to Current

- Completed first-rate hand-drawn animation for both television and cinematic use.
- Developed storyboards and animatics for 2D animations.
- Used existing character animation to develop new stories for many projects.
- Designed key frames, in-betweens and special effects for animations.

Art Director Assistant (sakkan)

Tokyo

Creative Freak/ Jan 2025 to Feb 2025

- Corrected key animation drawings and layout.
- Corrected character models.
- Corrected animation and adding notes.
- Reviewed proofs and provided feedback to enhance quality control.
- Supervised junior designers and provided guidance on their work product.
- Applied knowledge of anticipation and impact variables for model development.

Layout Animator

Kozeki/ Nov 2024 to Dec 2024

- Determined size and layout of copy material and selected styles and size of fonts.
- Assisted in developing concepts for design projects while adhering to brand guidelines.
- Created storyboards for animatics and rough animation for client approval.
- Participated in brainstorming sessions to generate new ideas for upcoming projects.

Layout Artist

Vilo Studios/ Aug 2024 to Nov 2024

- Reviewed proofs before sending them to client for approval.
- Correct anatomy of the character model.
- Conferred with clients to determine requirements and layout designs.
- Corrected character models
- Determined size and layout of copy material and selected styles and size of fonts.
- Assisted in developing concepts for design projects while adhering to brand guidelines.

2nd Key Animator

Studio Eclipse/ Nov 2024 to Dec 2024

- Added in-between animation for the key animation
- Worked as 2nd key animation
- Designed key frames, in-betweens and special effects for animations.
- Implemented feedback from clients regarding changes needed in the animation sequence.
- Put together storyboards based on development choices, direction and cinematography.
- Developed storyboards and animatics for 2D animations.
- Completed day-to-day duties accurately and efficiently.

Rough Animator

Creative Antacid/ Jun 2024 to Sep 2024

- Worked closely with directors and producers throughout the entire creative process from concept development through final delivery of the completed product.
- Prioritized and organized tasks to efficiently accomplish service goals.

- Contributed innovative ideas and solutions to enhance team performance and outcomes.
- Demonstrated strong problem-solving skills, resolving issues efficiently and effectively.
- Managed inventory and supplies to ensure materials were available when needed.

Graphic Designer

San Bernardino, CA

Cal State San Bernardino/ Jan 2019 to Jun 2020

- Developed and presented alternative artwork elements for a logo for a major school festival
- Designed and co-wrote the monthly elements used in a series of artwork
- Maintained and shared portfolios of artistic work to demonstrate styles, interests, and abilities with potential customers
- Edited photographs for use in digital media platforms including web banners and social media posts.

EDUCATION

Bachelor of Art: Mastering 2d Animation: Beyond the Fundamentals

CSUSB May 2024

San Bernardino, Ca

GPA:3.1

Bachelor of Art: Game Development and Information Systems

CSUSB May 2024

San Bernardino, CA

GPA: 3.1

Associate's Degree for Transfer: Computer Science and Programming

MT San Jacinto College May 2021

San Jacinto, CA

LANGUAGES

- English, Native
- Japanese, Limited Working

ACCOMPLISHMENTS

- The National Society of Leadership and Success Member January 2024 – December 2024