

Benoit Matteau

3D Character Animator

Dedicated and solution-oriented character animator, with strong knowledge in Maya, Motion Builder and Cascadeur.

Right now, I am learning Unreal Engine 5 with the hope to put my animation skills and my passion for video games together.

(514) 686-7598

benoit_matteau@outlook.fr

[linkedin.com/in/benoitmatteau](https://www.linkedin.com/in/benoitmatteau)

Experience

MPC, Montreal - Key Artist and interim Lead

- Argylle - MOVIE - Interim Lead (2022-23)
- Pinocchio - MOVIE (2022)
- Chip and Dale : Rescue Rangers - MOVIE (2022)

Digital Dimension, Montreal - 3D Character animator

- Zafari - TV SERIES (2017-18)
- Mighty Mike - TV SERIES (2018-19)
- The Beachbuds - TV SERIES (2019-20)

Meduzarts, Montreal - 3D Character animator

- Shadow of war - INGAME CINEMATIC (2016)
- Nighttime lights at Hogwarts Castle - PROJECTION Universal Studios Hollywood (2017)
- Dead by Daylight : Darkness among us - CINEMATIC (2018)
- Army of the dead : Lost Vegas - TV SERIES (2021)

Formation

Cégep du Vieux-Montréal - Animation 3D et images de synthèse

Achievements ; G-TANK - STUDENT MOVIE (2016)

- Winner of the Frima studio and Alchemy24 scholarships