

jake matauch

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EXPERIENCE

Lunar North

Detroit, MI

August 2018 - Present

Lead Creative Developer, Motion Graphics Designer

3D and 2D motion design.

Areas of responsibility include concept design, storyboarding, 2D and 3D asset creation, animation, toolkit creation, and pipeline optimization. Large team projects along with individual efforts. Render farm setup and maintenance, workstation setup and maintenance, lunchtime conversation starter, in-house barista, and computer nerd.

Automotive UI/UX design, development, and production.

Worked with numerous automotive clients to design and produce assets for interior UI gauge clusters and infotainment in addition to developing real-time energy usage cluster animations.

Lead Unity AR app design and development.

Wireframed, designed, optimized assets, produced, and launched an app on the App Store for a leading automotive interior leather supplier. The app serves as a companion piece to their annual release of new leather collections.

Unreal Engine UI design and development.

Worked within brand guidelines to design and animate an interactive UI for a trade show experience. Developed the logic in blueprints for transitional animation triggers.

College for Creative Studies

Detroit, MI

September 2018 - December 2019

Adjunct Faculty

Entertainment Arts 2D Digital Animation Sophomore Studio

Instructed a sophomore-level animation class on 2D After Effects principles and workflows. Followed the provided syllabus with project details and lesson plans.

Demonstrated introductory motion design, keyframe, and F-curve animation concepts along with typography and character animation.

Freelance Graphic and Motion Designer

Detroit, MI

February 2018 - 2019

Worked with a set of diverse clients on traditional graphic design and motion design projects.

- Designed large-format training manuals for a prominent automotive paint manufacturer.
- Worked with a startup to design animation templates for an online video production tool.
- Took over rendering and compositing for an automotive project at an agency.

EXPERIENCE continued

Communicore Visual Communications

Birmingham, MI

September 2016 - February 2018
Junior Motion Designer

3D and 2D motion design.

Worked with several agencies to produce social media spots and internal training videos. Technical directed shoots and composited graphics and visual effects into the footage. Worked with a commercial door manufacturer to develop sales and training videos with accompanying manuals including installation and maintenance. Worked with editors and camera operators in a pipeline to best integrate graphics into the shot footage.

Group [eX] Design Studio

Royal Oak, MI

September 2014 - August 2016
Graphic Design Intern

Worked primarily with a leading automotive paint manufacturer on their marketing and advertising print materials. Assistant directed a large photo shoot revamping their marketing photography library. Led the design and production of a specialized training manual for automotive restoration processes. Accompanied and assisted in printing press quality checks.

EDUCATION

College for Creative Studies

Detroit, MI

September 2012 - December 2016
Bachelors of Fine Arts
Communication Design (Formally Graphic Design)

Volkshochschule Graz

Graz, Austria

February 2022 - Present
German Course

Languages

English Native
German A1 Level Proficiency

SOFTWARE

Cinema 4D, Redshift3d
After Effects
Photoshop, Illustrator, Indesign, Audition
Unity, C#
Unreal Engine 4 & 5, Blueprints
Houdini
OSX and Windows proficient

OTHER SKILLS

Passion for working on
and building computers
Small batch home brewing
International gas station
coffee connoisseur
Automotive background in
refinish and restoration