

MATTEO CECCOTTI

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Languages: English, Italian, French, Spanish.

BIO

Matteo was born in Florence Italy, and started his animation career as a storyboard artist for the Cartoon Network (Ed, Edd and Eddy) and traditional animator for RAI (Lupo Alberto), before becoming a CG animator in video games (Ubisoft, Bungie), TV (Lucasfilm Animation) and movies (ILM, Framestore, MPC).

As Animation Director he's worked among others on "Vampirina" for Disney Jr., the "Marvel What If..." series for Marvel Studios, and the "2KK" feature at Submarine.

As a Director, he's worked on 2D and 3D shorts, commercials, and episodic animation for various clients, among which Disney Jr, Tomavision and Hasbro.

He's currently directing a preschool series and in charge of pitches at Omens Studios.

Matteo received a Daytime Emmy nomination in 2018 for his directing work on Vampirina.

WORK EXPERIENCE

Omens Studios

Project: *Unannounced Preschool Series*

Dec 2023-Current

Task: Series Director

Tomavision

Project: *Unannounced Feature*

Feb 2022-Dec 2023

Task: Co-Director

Omens Studios

Project: *"Counting with Paula" season 7*
Task: Episodic Director

Feb 2022-Current**Omens Studios**

Project: *New IP pitches*
Task: Creative Director

Feb 2022-Current**Submarine Animation**

Project: *2KK Feature Film*
Task: *2D and 3D Animation Director*

Dec 2020-Jan 2021**Marvel Studios**

Project: *"What If" Animated Series*
Task: *Animation Director*

Jan 2020-Dec 2020**Parasol Island**

Project: *Various Commercials*
Task: *Director*

June 2019- Nov2019**The Animation Workshop**

Project: *2nd year Student Final Films*
Task: *Animation Teacher/ Student Film Supervisor*

March 2019- April 2019**Kio Studio**

Project: *Short film Project*
Task: *Writer/Director*

August 2018- Feb 2019**Brown Bag Films**

Project: *"Vampirina" Season 2*
Task: *Episodic Director*

March 2017-Aug 2018**Brown Bag Films**

Project: *"Transylvania Girls"*
Task: *Director*

March 2017-Sept 2017**Brown Bag Films**

Project: *"Vampirina" Season 1*
Task: *Animation Director*

March 2016-Dec 2017**Kio Studio**

Project: *"Animated Short Film"*
Task: *Animation Director*

Sept 2015-March 2016

Framestore LondonProject: *“Geostorm” feature film***Jun 2015-Sept2015**Task: *Senior Animator*Software: *Maya 2014***Framestore London**Project: *“Legend of Tarzan” feature film***Mar 2015-Jun 2015**Task: *Animator*Software: *Maya 2014***MPC Vancouver**Project: *“Monster Truck” feature film***Sept 2014-Feb 2015**Task: *Animator*Software: *Maya 2014***ILM Vancouver**Project: *“Transformers 4” feature film***June 2014**Task: *Animator (1-month contract)*Software: *Maya 2014***Mikros Image**Project: *“Mune” feature film***Apr 2013-May2014**Task: *Animator*Software: *Maya 2013***Epix Studios**Project: *“Savva” feature film***Dec 2012-Feb2013**Task: *Senior Animator*Software: *Maya 2010***Kandor Graphics**Project: *“Justin and the Knights of Valour” feature film***Mar 2012-Nov 2012**Task: *Senior Animator*Software: *XSI 2011***Classics Animated**Project: *“The Birth of Christmas” feature film***Nov2011-Mar 2012**Task: *Senior Animator*Software: *XSI 2011***Axis Animation**Project: *Unannounced, contract***Apr 2011-Oct 2011**Task: *Senior Animator*Software: *Maya 2010*

Lumiere VFX Montreal

Project: *Unannounced, contract* **Nov 2010-Dec 2010**
Task: *Senior Animator*
Software: *Maya 2009*

NewBreed VFX Montreal

Project: *Halo Reach Cinematics, contract* **Dec 2009-May 2010**
Task: *Animator*
Software: *Maya 2009*

Lucasfilm Animation Singapore

Project: *Star Wars: The Clone Wars animated TV show* **Feb 2008- Nov 2009**
Task: *Character Animator*
Software: *Maya 2008*

Bungie

Project: *Halo 3 cinematics* **2007**
Task: *Character Animator (uncredited)*
Software: *Maya 7*

Ubisoft Entertainment (Milan and Montreal)

Projects: *Prince Of Persia, Raven Shield, Rayman (XBOX 360, PC)* **2000 - 2006**
Task: *Animator, Character Designe*
Software: *3D Studio Max 8*

RAI

Projects: *Lupo Alberto, PetPals (TV)* **1998 - 1999**
Task: *Traditional Animator*

Cartoon Network

Project: *Ed, Edd and Eddy* **1998**
Task: *Storyboard Artis*

AWARDS

2019 Second place at “Pitch Me” contest at the “Cartoons on the Bay” film Festival.

2018 Emmy nomination for “Outstanding Directing in a Preschool Animated Program”.

TEACHING EXPERIENCES

3D Animation Polish Course

The Animation Workshop, Denmark

March 2019- April 2019

3D Animation Workshop

International School of Comics, Italy

2019

3D Animation Workshop

Coláiste Dhúlaigh College of Further Education, Ireland

2018

3D Animation Workshop

Ballyfermot College of Further Education, Ireland

2018

3D Animation Workshop

Coláiste Dhúlaigh College of Further Education, Ireland

2017

3D Animation Masterclass

International School of Comics, Italy

2016

3D Animation Course

International School of Comics, Florence, Italy

Nov 2015- Feb 2016

3D Animation Masterclass

International School of Comics, Florence, Italy

2014

3D Animation Workshop

2012 FicZone Convention Granada, Spain

2012

3D Animation Workflow Masterclasses

International School of Comics, Florence, Italy

2011

Creative Life Drawing class

Lucasfilm Animation Singapore

2009

3D Animation Basics Masterclass

International School of Comics, Florence, Italy

2008

Traditional animation

Multimedia School, Florence, Italy

1998-2000

Fundamentals of Art

Pratolino High School, Florence, Italy
grades 9-11

2000

SHORT FILMS

“Piccole Ombre”

In progress, present

“Bat Luck”

1997

QUALIFICATIONS WITH THE FOLLOWING

Maya
Storyboard Pro
Blender
Photoshop
Adobe Premiere
Kitsu
Shotgrid
Linux

EDUCATION

Feature Storyboarding workshop with Maggie Kang 2021
Rad how to school online class

Storyboard Workshop with Andy Cung 2021
Rad how to school online class

Drawing for Storyboards in Animation with Chris Copeland 2021
Rad how to school online class

Certificate for Character Studio, Motion Builder and XSI 4 2005
Centre National d'Animation et Design, Montreal, Qc

Maya Animation 2003
Nemo Multimedia, Firenze, Italia

Certificate of Recommendation in Classical Animation 1997
Vancouver Film School