

MELVIN M. MATHEW

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Portfolio:
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Dubai, UAE

PROFILE

Being an experienced Artist and Creative Director of graphic design, animation, and pre-production for many years had taught me the great important of teamwork and the necessary communication skills need for the creative team to function effectively. Knowledgeable in the creative process and skilled at problem solving, conflict resolution, and encourage teamwork.

EXPERIENCE

The Sterling Group Dubai (U.A.E.) - 2014 - Present

Ponderosa Brand Manager and Creative Director

- Managed Ponderosa franchise in UAE.
- Managed the in-house graphic design and advertising/marketing department.
- Designed Resturant interiors and Marketing materials.

The Sterling Group of Companies in Doha (Qatar) - 2014 - Present

Assistant Manager and Creative Director

- Helped managed multiple international brands in this 3000+ employe company
- Developed and in-charge of the in-house graphic design and advertising/marketing department.

S.E.P. (Showtime Entertainment Production), Spain - 2016, 2020, 2021

Contract Concept Storyboard Artist

- Developed storyboards for multiple Stage Stunt show concepts for international clients
- Worked closely with creative director to visualize the script to concept boards

The Cartoon Art Gallery Dubai (U.A.E.) - 2014 - 2019

Creative Director and Curator

- Founded the first Cartoon Art Gallery in the Middle East
- Involved in setting up exhibits, workshops, and media

Sterlings Mac Group Bangalore (India) - 2011 - 2013

Senior Designer

- Developed brand identities and marketing materials

- Developed original concepts for F&B business
- Help designed restaurants, cafe, and spa interior designs

EPSODIC L.L.C., Redwood City U.S.A. - November 2007 - 2008

3D Character Animator and Concept Artist

- Animated short action cinematic for Game concept
- Working closely with the CEO to help develop the production pipeline
- Developing storyboards for upcoming game project
- Designing the web site interface and site mapping

Fluid Animation Studio, San Francisco U.S.A. - March 2007 - Aug 2007

3D Character Animator and 3D Co-Layout Artist

- Animating season one of 'Lucy, Daughter of the Devil' for Cartoon Network
- Worked closely with the writer and director of the show to fully utilize his vision for the show
- Helped with fixes and worked on multiple episodes at the same time
- Worked on about 50% of animation per episode in a sort one week time frame per episode

"Karmic" 3D animated short film/AAUSF senior collaborative.

, San Francisco U.S.A. - February 2006 - November 2007

Co-Lead 3D Character Animator

- Collaborated with six other animators weekly
- Worked closely with the writher and director on animation dailies and character acting

"Captain Contemplation" animated short film/AAUSF collaborative project ,

San Francisco U.S.A. - March 2005 - 2006

3D Character Animator

- Animated several scenes with seven other animators
- "Captain Contemplation " became a winner of AAU Fall Animation Festival 2005

The Sterling Group of Companies in Doha (Qatar) - 2002 - 2004

Graphic Designer in Advertising and Marketing Department

- Worked with photography, print advertising, logo designs, web designs, and store interior design

- Worked closely with franchise managers and clients to adapt brands for local market
- Worked on advertisements, promotional flyers, and company portfolio

BAT (British-American Tobacco) Marketing Department Dubai (U.A.E.) - 2000 - 2001

Illustrator and project assistant

-Was part of a public relations installation for Benson and Hedge located in Dubai International Airport.

Freelance

Graphic designer for AUD (American University in Dubai) International University Sports Tournament and AUD Desert Flyer Magazine. Designed logos, t-shirts, and promotional flyers for the sports tournament.

- *Illustrator* of Mountain Dew promotional advertising in Dubai
- *Graphic designer* for 'Mission Players' album art, San Francisco. Designed front and back cover for 'Mission Players: Get Back Soul' third album

EDUCATION

-Academy of Art University San Francisco CA, United States of America
Masters of Fine Arts Degree in Animation and Visual Effects 2006
Speciality in Pre-Production and Character Animation

-AUD (American University in Dubai) Dubai, United Arab Emirates
Bachelor of Fine Arts Degree in Graphic Design 2002
Speciality in Brand Design and Photography

SKILLS

- Educated in design and general fine arts
- Art Skills: Charcoal, color pencils, acrylics, oil paints, watercolors
- Traditional 2D animation, Stop-motion animation, Digital 2D/3D animation
- Traditional and Digital Photography
- Technical skills: Maya, Blender, Photoshop, Illustrator, After Effects, Premiere Pro, Final Cut Pro, In Design, Painter, Affinity Photo, Krita

REFERENCES

Available upon request