MATTHEW MLODZIENSKI
PROFESSIONAL BIOGRAPHICAL OUTLINE

BACKGROUND

Mr. Mlodzienski is a forensic animator with a wide variety of expertise, and a specialization in depicting automotive collisions. He has experience building bespoke environments using photographs, 3D laser scans and testimony to provide accurate settings for animations. He is capable of both working closely with experts to create visuals depicting their engineering opinions, as well as independently developing demonstrative visuals. Mr. Mlodzienski is also experienced in sourcing and rigging vehicle assets to provide accurate animations that are as close as possible to the collision in question. During his time at ARCCA, Mr. Mlodzienski has also gained experience in the particularly difficult field of accurately depicting impaired visibility conditions such as fog and nighttime driving. He also has provided animations for cases involving pedestrian impacts.

Mr. Mlodzienski earned a Bachelor's of Science in 3D Animation & Visual Effects at Drexel University, Philadelphia, Pennsylvania. During this time, he specialized in hard surface modeling, animation and compositing.

AREAS OF SPECIALTY

- 3D Modeling
- 3D Animation
- Compositing
- UV Unwrapping
- Realistic Texturing
- Cartoon Texturing
- Lighting
- Rendering
- Video Editing
- 3D Simulations
- Motion Graphics
- 2D Design
- Projection Mapping
- Rigging

EDUCATION

- Bachelor of Science, 3D Animation & Visual Effects, Drexel University, 2017

PROFESSIONAL EXPERIENCE

October 2017 – Present | ARCCA, Incorporated | Forensic Animator

- Work on cases ranging from small to large-scale matters utilizing state-of-the-art hardware and software tools for graphic design, illustration, and animation
- Work in a team environment to create, animate, and produce forensic animations to be shown printed and electronically
- Work with and incorporate 3D laser scan data to produce detailed and accurate environments;
- Work with engineer team members to validate reconstructions and conclusions
- Create custom rigs for case specific vehicles including damage based on photographs and 3D laser scans
- Develop multiple variations of each scenario to display a range of assumptions and values

March 2016 – September 2016 | The Franklin Institute | Web Development Intern

- Analyzed, visualized, and interpreted user metrics using Google Analytics
- Spearheaded improvements to website accessibility and search engine optimization (SEO)
- Developed and maintained pages using content management system (CMS)
- Aided in user experience design and testing for The Franklin Institute app

March 2016 – September 2016 | Comcast | Contract Instructional Design

- Produced official motion graphics in compliance with Comcast style guides
- Created instructional materials for e-learning training of field technicians
- Educated field technicians in equipment, software and customer interaction
- Translated high level documentation from 3rd party vendors into accessible formats

ADDITIONAL SKILLS

- Proficient: Maya, Nuke, Adobe Suite, Modo, Mari, UV Layout, VRay, Renderman
- Familiar: xNormal, Houdini, Resolve, Inventor, Unity, Github