

# MATT SHANAHAN

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**Portfolio:** <https://www.mattshanahanmedia.com/filmography>

**CAREER ASSETS:** Production skills in the areas of Animation, Virtual Reality, Film Production, and 3D Modeling. Technology Driven, Creative, High Attention to Detail, Team-Player. Willing to relocate.

## EDUCATION

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**The University of Colorado, Boulder**

**Graduation: May 2020**

**College of Media, Communications and Information**

**GPA: 3.12**

Bachelor of Arts in Media Production

**Leeds Business School**

Minor in Business with an emphasis in Entrepreneurship

## EXPERIENCE

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**Production Assistant, 3D Modeler and Designer,**

**2016 - Present**

**Game Developer, and Videographer, *Freelance*, Denver, CO**

- Conceptualized and created detailed 3D models for video game and Virtual Reality use.
  - Contracted by Professor Jason Gnerre at the University of Colorado, Boulder.
- Created a full length Virtual Reality game using Unreal Engine. Recreated an existing lab to proper scale, designed realistic 3D models, created interactive elements, and single-handedly produced a full scale Virtual Reality game. (<https://www.mattshanahanmedia.com/labquest>)
  - The game was chosen and featured in a promotional video package for the College of Media, Communications, and Information.
- Directed and produced a video package for WaveGuard Fire Defense System, including conception, production, and final editing. (<https://youtu.be/GtBw925-Fhs>)
  - Featured on Denver 7 News during the California Wildfires in October of 2019.

**Production Assistant/Editor at AJ Cies Productions, Denver, CO**

**July 2020 - Present**

- Assist with the production of client videos and related content, consistent with client branding.
- Assist with production scheduling, management, and adherence to timelines.
- Manage high-end video, lighting and sound equipment.
- Edit film clips to ensure a high value production for the client.

**Creative Director at Reality Mint, Boulder, CO**

**August 2020 - Present**

- Create content for Virtual Reality and Augmented Reality games.
- Produce 3D models using Blender 3D and Reality Composer.
- Design user interfaces that reflect the target audience.
- Beta test and address and solve problems as they arise.

**Videographer/Editor at The Fast Lane Car, Boulder, CO**

**April 2019 - September 2019**

- Produced film packages for five YouTube channels, ranging in length from 10 to 45 minutes. Oversaw projects from concept and pre-production to post-production.
- Directed, organized, and produced film shoots with on-screen talent with daily deadlines.
- Collaborated with other videographers, editors, and production crew.
- Ensured proper working condition of all high-end video equipment, including a Sony DSLR, 2 Go-Pro Action Cameras, Microphones, and Tripods.

**Editor/Videographer at One Media House, Boulder, CO**

**July 2018 - January 2019**

- Worked as camera operator and drone assistant, producing short, two-minute real estate video packages.
- Supported the client through the creative process and ensured their vision was achieved.
- Sole editor of client videos.
- Utilized high-end video equipment including a Sony DSLR, DJI Inspire 1, Camera Gimbal, and Slider.

**YouTube Content Creator**

**2012 - Present**

- Create, produce and edit short films.
- Write, film and act in short films.
- 9 million views, 7.5 thousand subscribers.
  - A single video has surpassed six million views (<https://youtu.be/HlghqNTVdco>)

## **ADDITIONAL ACTIVITIES**

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**Assistant Manager at Miyo Cafe**, Castle Rock, CO

**October 2014 - Present**

- Manage front-end daily operations.
- Open and close the cafe and train new staff.
- Manage inventory and stock counts.
- Ensure that the customer experience is excellent.

## **SOFTWARE SKILLS**

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Final Cut Pro

Adobe Premiere

Blender

Numbers

Reality Composer

Unreal Engine

Unity

Adobe After Effects

Keynote

Adobe Photoshop

Adobe Illustrator

Excel

PowerPoint

## **SKILLS IN PROGRESS**

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Avid

C Language