



MATT MITACEK

Prague | CZ mm@mattmitacek.com +420 607 053 161

3D MOTION DESIGNER | SENIOR & LEAD ROLES | WEB & APP DESIGN

PROFESSIONAL SUMMARY

Dynamic and highly organized 3D Motion Designer with 15+ years of versatile experience in motion graphics, web/app design, and branding. Recognized for rapid learning, precision, and leadership. Experienced in both agency and client environments, with a strong background in team management, process optimization, and mentoring. Consistently delivering high-quality results for diverse clients including automotive, finance, and technology sectors.

SOFT SKILLS

Fast Learner

Quickly adapts to new tools, workflows, and creative challenges.

Precision & Detail

Meticulous file management and high-quality deliverables.

Leadership

Experienced in mentoring, team management, and process optimization.

Communication

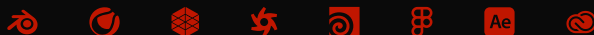
Effective at teaching and presenting complex ideas.

Passion & Drive

Lifelong commitment to learning and creative excellence.

CORE SKILLS

3D Design — Animation	Motion Graphics — Video Editing	Graphic Design — Illustration	UI/UX — Web Design
Branding — Visual Identity	Project Management — Leadership	Process Optimization — Organization	Effective Communication — Mentoring



Blender | Cinema 4D | Octane Renderer | Redshift | Houdini | Unreal Engine
| Figma | Cavalry | After Effects | Photoshop | Illustrator | Adobe CC

SHOWREEL

EDUCATION

Higher Professional School of Graphic Design

SUPŠG a VOŠG Heličhova | Prague

Graphic design

Art High School

SUPŠ a VOŠ | Jablonec nad Nisou

Graphic Design | Graduated with honors

SELECTED ACHIEVEMENTS

- Exhibited in London college art show, collaborated on original works
- Best Graduation Work Award for hand-bound linocut book on London
- Rapid career progression from designer to lead roles in 3D motion design
- Consistently praised for organizational skills and ability to mentor others

INTERESTS

- Visual effects, digital illustration, painting
- 3D modeling, sculpting, and animation
- Teaching, mentoring, and sharing knowledge
- Organization, productivity systems, and workflow optimization

PROFESSIONAL EXPERIENCE

3D Motion Designer – Blender Expert

Yolk Studio | 2024 – 2025

- Created engaging 3D animations and visualizations for fintech and crypto clients including **Papel**, **Vertex Bank**, **Senturo Pay**, and **Mutual Vision**
- Mastered Blender workflows and techniques, enhancing quality and efficiency for complex animation pipelines
- Designed mobile apps and websites, focusing on UX and brand consistency
- Improved project organization and workflow

Lead 3D Motion Designer

Kontrolka | 2022 – 2024

- Led the creation of high-end 3D animations, visualizations, and motion graphics for **major automotive brands** /Cinema 4D, Octane, Blender/
- Advanced rapidly from 3D Motion Designer to Lead role, implementing organizational improvements and mentoring junior designers
- Completed professional training in time management, micromanagement, and effective team leadership

Senior Graphic Designer & Motion Artist

Graphite Studio | 2020 – 2022

- Specialized in web design, branding, and visual content creation using Webflow and Adobe Suite
- Delivered comprehensive digital solutions for notable clients including **Gasnet**, **Photorobot**, **P-Lab**, and **Cloudfield**

Senior Graphic Designer & Motion Graphics Specialist

Dogfish | 2013 – 2025

- Developed versatile graphic designs, web banners, logos, animations, and motion graphics for clients such as **Czech Mint**, **ABB**, and **Atrea**
- Pioneered in-house video production and motion graphic workflows using Adobe After Effects and Blender
- Balanced multiple projects with strong organizational systems

Guest Lecturer – Digital Graphics

European Summer School | Summers 2018 – 2021

- Taught Digital Graphics, branding, and Illustrator proficiency to international students
- Recognized for clear communication and ability to transfer complex skills
- Designed and implemented engaging curricula focused on practical skills and project-based learning

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