

Matthew Padovano

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EDUCATION

University of Notre Dame, South Bend, IN

Bachelor of Arts in Visual Communication Design

May 2024

Minor in Computing and Digital Technologies, User Interface, and User Experience track

- **Relevant Coursework:** Technical Concepts of Visual FX, Advanced Concepts of Visual FX, Fundamentals of Computing, Calculus I and II, Programming for Video Game Design, 2D Foundations, 3D Foundations, Digital Media Design, Drawing, The Video Game Industry, AI in the 21st Century, Scale Graphics, Natural Science Drawing, Introduction to Marketing, Generative AI

ACT: 36/36

Gnomon School of Visual Effects, North Hollywood, CA

- **Relevant Coursework:** Unreal Engine FX, Character Modeling

July 2024 – October 2024

EXPERIENCE

Houdini.School, Remote

Houdini Artist

September 2024 – Present

- Develop innovative SideFX Houdini content for courses in procedural terrain generation, procedural modeling, look development, and dynamic simulations that aligned with the client's creative vision
- Collaborate with the founder of Houdini.School and cross-functional teams to ensure clear communication and timely updates on complex and unique VFX design projects

Rallo Hospitality, Red Bank, NJ

Creative Marketing and Media Coordinator

November 2024 - Present

- Spearhead digital marketing efforts across multiple establishments by developing and implementing a cohesive content strategy
- Design and curate custom templates and branded visuals to maintain a consistent and professional digital presence

Freelance Design, Rumson, NJ

3D/2D Designer

May 2024 – Present

- Create 2D and 3D logos, motion graphics, product mockups, and conceptual designs using industry-standard software such as the Adobe Creative Suite, Maya, SideFX Houdini, and Unreal Engine
- Partner with clients to deliver high-quality, customized designs that aligned with their brand vision and business objectives
- Deliver projects within tight deadlines while maintaining a strong focus on aesthetics and functionality

University of Notre Dame, South Bend, IN

Teaching Assistant – Technical Concepts of VFX, Advanced Concepts of VFX

August 2023 – May 2024

- Facilitated learning of advanced aspects of visual effects, focusing on advanced rigging, scripting, simulation, 3D modeling, and compositing using Maya, SideFX Houdini, Substance Painter, and DaVinci Resolve during in-class sessions and office work
- Led weekly office hours for students assisting with projects, homework, and programming

University of Notre Dame, South Bend, IN

Design Intern – Technology & Digital Studies Department

September 2022 – May 2023

- Implemented layout, design, and production of weekly newsletter and website content
- Developed new logo and designs for the department and related events

TECHNICAL SKILLS

Certifications: Prompt Engineering for ChatGPT - *Vanderbilt University, 2024*

VFX and Media: Maya, Side FX Houdini, ZBrush, Unreal Engine, Substance Painter, DaVinci Resolve, Photoshop, Illustrator, Arnold, Mantra, Nuke, After Effects, Blender, Unity, KineFX, Apex, USD

Languages: Python, C#, C++, Java, Java Script, MEL, Blueprint scripting