



MATTHEW HORTON

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www.matthewhorton.com
804.248.9575

SKILLS

Design Management
Team Leadership
Construction Coordination
Creative Problem Solving
Project Presentation
Experiential Graphic Design (XGD)
Digital Design & Print Design
2D & 3D Animation
Videography, Video & Audio Editing
Technical Drafting
Hand Sketching
3D Modeling
Texturing & Rendering

SOFTWARE

AUTODESK SUITE:

AutoCAD, Revit, Navisworks

DOCUMENT CONTROL:

Bluebeam, BIM360

ADOBE SUITE:

Photoshop, Illustrator, InDesign, Acrobat

3D MODELING/RENDERING:

Rhino, Vectorworks, TwinMotion

VIDEOGRAPHY:

Premiere Pro, After Effects, Final Cut Pro

MICROSOFT OFFICE SUITE:

Word, Excel, PP, OneNote, Teams

REFERENCES

MATT KELLY

Owner, Make Design Studios
Former Design Director, Nassal
matt@madeesignstudios.com
386.546.5091

MARK KORNMANN

Museum Development Consultant
Former Associate Director,
National Air and Space Museum
markakornmann@gmail.com
202.615.7603

EDUCATION

CORCORAN COLLEGE OF ART+DESIGN, THE GEORGE WASHINGTON UNIVERSITY
MA, EXHIBITION DESIGN
GRADUATED MAY 2014

PROFESSIONAL EXPERIENCE

FREELANCE

ARCHITECTURAL DESIGNER

JULY 2020 – PRESENT

- Design and detail modern architecture for clients in the restaurant, retail, service, hospitality, and residential construction industries using the latest BIM and CAD software
- Produce architectural renderings, interior designs, material color boards, product images, and logos using latest architectural visualization and graphic design software

THE COMPANIES OF NASSAL

SENIOR DESIGNER

SEPTEMBER 2017 – JANUARY 2021

- Led a team of 12 designers through 2 years of design development delivering 60 drawing packages totaling 3,000 sheets for the fabrication of over 40,000 scenic elements as part of 8 figure contract on an entire immersive land for new international theme park
- Managed and led design for 3 international and 2 domestic 7+ figure theme park contracts, covering ride, queue, and land show set design, fabrication, and installation
- Oversaw technical design coordination with multiple disciplines and vendors, from architecture and engineering, to experiential graphics, special effects and lighting, including BIM clash detection and Bluebeam scope gap review
- Created and managed budgets and schedules for client submittals and fabrication work orders
- Studied brand-sensitive creative intent and reviewed technical drawings with attention to detail to ensure design accuracy before production
- Oversaw IFC and as-built client submittals based on site visits and shop walks with senior project managers and construction superintendents, monitoring existing conditions and incorporating value engineering
- Produced architectural and technical drawings and models using latest CAD, BIM, and 3D modeling software for multiple top-tier theme park clients, such as Disney and Universal

SMITHSONIAN NATIONAL AIR AND SPACE MUSEUM

DESIGN MANAGER

AUGUST 2014 – SEPTEMBER 2017

- Led a team of 5 museum personnel overseeing the design, production, site testing, installation, and implementation of over 100 digital media projects for \$250 million renovation of the most visited museum in the world
- Produced digital and print media; animation and motion graphics; and photography and videography for experiential exhibits, interactive websites and apps, live broadcast productions, and social media platforms using the latest graphics design, animation, and video editing software
- Wrote requests for proposals, reviewed vendor proposals, and selected contractors based upon qualifications
- Directly oversaw vendor contracts, managed media production schedule and budget, provided art direction, facilitated curatorial review, wrote and edited content, and approved deliverables for interactive exhibits and digital media products



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ORGANIZATIONS

THEMED ENTERTAINMENT ASSOCIATION
SOCIETY FOR EXPERIENTIAL GRAPHIC DESIGN

HONORS

Themed Entertainment Association
THEA Award for Outstanding
Achievement - New Park Land
2020
American Alliance of Museums
Media & Technology Muse Award
2014
Chair's Award for All-Around
Excellence in Exhibition Design Thesis
2014
DC Mayor's Arts Award for
Innovation in the Arts
2013
John A. Wanlass Memorial Award
for Service and Leadership
2013

- Coordinated multiple disciplines and vendors, including architecture, engineering, exhibition design, graphic design, lighting design, media production, audio visual integration, education, curatorial, external affairs, and executive leadership
- Led a technology research and development team that produced regular executive reports on latest technology trends for weekly presentations to the Director and the Board of Trustees

THE GEORGE WASHINGTON UNIVERSITY, CORCORAN COLLEGE OF ART+DESIGN
ADJUNCT GRADUATE FACULTY

AUGUST 2015 – DECEMBER 2016

- Taught graduate level courses in advanced architectural CAD drafting, 3D modeling, texturing, lighting, and rendering, and various software applications for the exhibition design profession