

Matthew Gardiner
Visual and Interactive Media Designer
Email: mattgardiner@comcast.net
(240) 732-9773
<https://www.matthewgardinerdesign.com/>

Clearance: Secret
Work Location: Mount Airy, MD (Remote)

LinkedIn Profile:
www.linkedin.com/in/matthewgardinerdesign

Experience Summary

I have over 20 years of extensive experience as an Interactive Media and Visual Designer, creating graphic user interfaces, web designs, illustrations, videos, animations, infographics, logos, and branding, technical, instructional, and script writing, storyboarding, as well as print materials for Government, Commercial, Non-Profit, Training/Educational, and other web, and multimedia applications.

Skills

Conceptualizing, collaborating, brainstorming, problem-solving, creative ideation, imagining, research, design, typography, detail-oriented, animation, illustration, UI/UX, 3D modeling & animation, motion graphics, audio/video, website design, prototyping, storyboarding, mockups, instructional, technical and script writing, print, branding, logos, maps, icons, infographics, interactive media, digital learning, improving products and learning new things.

Tools/Technologies

- Adobe Creative Cloud (20+ years)
- Figma, Web Design (>2 years)
- Blender, 3D Modeling & Animation (5 years)
- Affinity Designer (3 years)
- Affinity Photo (3 years)
- Mac/Windows Proficient (20+ years)
- Articulate Rise (2 years)
- Articulate Storyline (2 years)
- Camtasia (3 years)
- Audacity (5 years)
- Speechelo, Text-to-Speech Software (3 years)
- DaVinci Resolve (< 1 year)

Education

Maryland Institute, College of Art

1/1991 – 12/1994

- BFA, Visual Communications Design
- Cum Laude (3.6 GPA)
- Francis Burns Harvey Merit Scholarship
- Maryland Institute Recognition Award
- Dean's List: 1991, 1992, 1993, 1994
- MICA T-shirt Design Contest Winner

Work Experience

Eccalon, LLC

06/2024 – Present

Hanover, MD (Remote)

- Digital Content Creator

With a primary focus to promote our brand and products across sectors, I generate visuals, motion graphics, videos, and other digital communication mediums to translate ideas, concepts, processes and applications into the tangible.

General Dynamics Information Technology (GDIT)

04/2022 – 06/2024

Falls Church, VA (Remote)

- Web Designer/Advisor, Authoritative Data Environment (ADE)

UI/UX designer and advisor for the Authoritative Data Environment (ADE) Web Portal, for the U.S. Navy. Regular duties included research, web design, collaboration, wire-framing, mock-ups, prototyping, and writing content. Additionally, I supported ADE's marketing, training, publications, proposal, and presentation efforts, composing training and promotional videos, animations, motion graphics, infographics, training guides, and more.

- **2024 GDIT Hero Award Recipient**

General Dynamics Information Technology (GDIT)

01/2021 – 04/2022

Falls Church, VA (Remote)

- Senior Graphic Designer, Digital Engineering Environment (DEE)

Working in collaboration with a team of Instructional System Experts, I designed and developed instructional approaches for computer/web-based training, electronic performance support systems, and other technology-based learning solutions for the U.S. Air Force. Responsibilities included creating content graphics, illustrations, themes, videos/motion graphics, animations, logos, icons, infographics, presentations, etc. In addition, I provided guidance and assisted in mentoring junior staff, organizing training content, script, and storyboard composition.

Redmon Group

12/2004 – 12/2020

Alexandria, VA (Remote)

- Senior Interactive Media Designer

Designed and created interfaces, visuals, videos, and animations for use in all forms of multimedia, including digital learning applications, websites, kiosks, museum applications, and digital signage. Additionally, I designed print media, including business cards, brochures, training guides, and trade-display components. I mentored and supervised junior art staff to ensure overall quality design standards were maintained. Other responsibilities included client communications, meetings, training, website maintenance, direction of audio/video and photography, coordinating with outside vendors, quality assurance, and guiding clients in translating their ideas into meaningful applications.

Glynn Technologies

8/2003 – 11/2004

Bethesda, MD

- Senior Graphic Designer

Designed and created visuals, mock-ups, websites, and animations. Additionally, I designed and developed print media, including business cards, brochures, pocket folders, slicks, posters, display graphics and more. I mentored and supervised junior staff. Other responsibilities included client communications, meetings, coordinating with print vendors, website maintenance, guiding clients in translating their ideas into meaningful applications.

Global Learning Systems (Formerly Electronic Learning Facilitators)

2/1997 – 5/2003

Bethesda, MD

- Senior Graphic Designer/ Art Director

Designed and created graphics for use in interactive computer-based training and educational software. Regular duties included interface design, concept and creation of activity screens, graphics for animation, mock-ups, and website design. Other responsibilities included the design of packaging, brochures, posters, trade-display components, coordinating with print vendors, and other related print tasks. Additionally, I managed the Art Department, serving as a mentor, assisting with problems/needs, recommending stretch goals, as well as advising on hardware, software, training, and seminars to enhance the department's capacity.

Analysas Corporation

6/1995 – 02/1997

Arlington, VA

- Graphic Designer, Federal Language Training Laboratory (FLTL)

Working in collaboration with other designers and programmers at the Federal Language Training Laboratory in Arlington, VA., I was responsible for the design and creation of graphics for use in interactive computer-based language training software for the CIA. Normal duties included interface design, creation of activity screens and graphics for animation. Other responsibilities included the design and production of user manuals, software packaging and related materials, assist in beta testing software, web design and CD ROM burning and testing.

Additional Information

References and Portfolio available on request.