Matthew Gardiner
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Versatile Visual & Interactive Media Designer with 20+ years of experience transforming complex ideas into compelling visual narratives and engaging digital experiences. Skilled in UI/UX design, web design, branding, illustration, motion graphics, video production, animation, infographics, logo development, and print design. Proven ability to blend creative vision, strategic thinking, and user-centered design principles to deliver impactful, visually cohesive solutions across government, commercial, nonprofit, and educational sectors. Adept at navigating diverse project needs, solving complex communication challenges, and creating innovative, audience-focused designs that strengthen brand identity, enhance engagement, and elevate the user experience.

PROFESSIONAL EXPERIENCE

Digital Content Creator — **Eccalon, LLC.**
Hanover, MD — *6/2024 – Present*

- Designed and developed instructional and marketing videos to drive cross-sector product commercialization for procurement readiness platforms using Figma, Speechelo, and Adobe Suite (After Effects, Photoshop, Illustrator).
- Partnered with Marketing, Comms, and Dev teams to deliver high-impact web applications and site designs; elevated client visibility and exceeded performance targets using Figma, Photoshop, and Illustrator.
- Designed modern, adaptable, and on-brand trade show assets—including backdrops, panels, banners, table throws, and brochures—delivered on a quick turnaround for current and future events using Adobe Photoshop, Illustrator, and InDesign.
- Designed branded presentation templates that improved consistency, efficiency, and visual impact across marketing, proposal, and training materials using Adobe Photoshop, Illustrator, PowerPoint, and Word.

Web Designer/Advisor — **General Dynamics Information Technology (GDIT)**
Falls Church, VA — *04/2022 – 06/2024*

- Designed the U.S. Navy's Authoritative Data Environment (ADE) **web portal**, a secure platform for storing, securing, and accessing Naval personnel employment data, while delivering advanced analytical metrics for decision-making. *Tools Used: Figma, Adobe Photoshop, and Illustrator.*
- Produced informational and **training videos**, including **motion graphics**, to showcase the features and benefits of the Authoritative Data Environment (ADE). Tools Used: *Adobe Photoshop, Illustrator, After Effects, and Speechelo.*
- Created **data visualizations** and **infographics** that transformed complex ADE processes and capabilities into clear, engaging, and easily understood visuals. *Tools Used: Adobe Photoshop, Illustrator, InDesign, PowerPoint, and Excel.*
- 2024 GDIT Hero Honor, Recognition Award Recipient

Senior Graphic Designer **General Dynamics Information Technology (GDIT)**

Falls Church, VA *01/2021 – 04/2022*

- Collaborated with a team of Instructional Systems Design experts to design and develop instructional strategies for **web-based training** for the U.S. Air Force's Digital Engineering Environment (DEE). *Tools Used: Adobe Photoshop, Illustrator, InDesign, Articulate Rise, and Storyline.*
- Produced informational and promotional **videos**, including **motion graphics**, to showcase the features and benefits of the Digital Engineering Environment (DEE). *Tools Used: Adobe Photoshop, Illustrator, After Effects, and Speechelo.*
- Created **infographics**, diagrams, and customized iconography that transformed complex DEE capabilities into clear, engaging, and easily understood visuals. *Tools Used: Adobe Photoshop, Illustrator, InDesign, PowerPoint, and Excel.*

Senior Interactive Media Designer **Redmon Group, Inc.**

Alexandria, VA *12/2004 – 12/2020*

- Created engaging **digital and print media**—including interfaces, web designs, videos, animations, brochures, and trade-show materials—for use across e-learning platforms, websites, kiosks, museum exhibits, and digital signage. *Tools Used: Adobe Photoshop, Illustrator, InDesign, Animate, After Effects, Premiere Pro, Xd, Blender, PowerPoint, Word, and more.*
- Led and developed junior designers, providing **mentorship and direction** to maintain exceptional creative quality and technical precision across all projects.
- Additional responsibilities included **client communication**, training, website maintenance, directing video and photography projects, coordinating with vendors, **quality assurance**, and **guiding clients** in transforming concepts into effective design solutions.

EDUCATION

Bachelor of Fine Arts, Visual Communications Design **Maryland Institute, College of Art (MICA)**

Baltimore, MD *1/1991 – 12/1994*

- 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

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 (After Effects, Illustrator, Photoshop, Premiere Pro, InDesign, Xd), Figma, Blender, Affinity Designer, Affinity Photo, Articulate Rise, Articulate Storyline, Camtasia, Audacity, Speechelo, DaVinci Resolve, Mac, Windows, Microsoft Office, and more.