MATTEO MANNARINO
DIGITAL DESIGNER

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ABOUT
I am a designer specializing in new media and content optimization in Montreal, Quebec.

My mission is to add value through creative solutions and innovative design.

I am extremely passionate about game design, content creation and front-end design.

01 SKILLS

ADOBE CC SUITE
PHOTOSHOP • ILLUSTRATOR • PREMIERE • INDESIGN

GAME DESIGN & 3D RENDERING
BLENDER • UNITY • SUBSTANCE PAINTER

MS OFFICE
POWERPOINT • WORD • EXCEL

USER INTERFACE
HTML5 • CSS3 • FIGMA

LANGUAGES - FLUENT
ENGLISH • FRENCH

02 EXPERIENCE

MAY 2019
AUG 2020

GRAPHIC DESIGNER - VALNET INC.
Create original graphic assets & edit photos for online distribution platforms
Develop and execute content campaigns according to creative briefs
Provide feedback on creative projects and marketing intitiatives w/ management
Collaborate on 4+ simultaneous projects with internal and external teams
Optimize and ensure brand identity across multiple platforms

2016
2017

FITNESS CONSULTANT - KLUB 20 WEST ISLAND
Closed over 250 client memberships
Spearheaded member registration campaigns
Consecutively exceeded target monthly sales targets

KEY PROJECTS – VALNET

Little Angel Mobile App - Developed user-interface & art elements through Figma, graphic assets, image retouching, asset optimization

LA International & LA World - Primary channel designer, developed graphic assets, thumbnails, banners & content creation through Adobe CC Suite

Amazon Prime Streaming - Developed artwork & visual assets for premium content publishing via Amazon Streaming Services

03 EDUCATION

2017
2020

COMPUTATION ARTS SPECIALIZATION
Digital Media & Game Design

Bachelor of Fine Arts, 3.85
Concordia University in Montreal, Qc.

KEY PROJECTS – CONCORDIA

"Dark Matter" Unity VR Simulation - Developed storyboard, narrative design, 2D graphic & UI assets in Photoshop

"Frenemies" Game Development & Packaging - Developed game mechanics & dynamics, digital graphic assets, physical game assets

"Rooster Crows" Web Browser Game - Developed in-game graphics, gameplay flow, narrative design

"Rune Forest" Game Development & Packaging - Developed game mechanics, game dynamics, physical game assets