

Matt Ritter

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Portfolio: <https://mattritter.art>

Education

New York University — *Bachelor of Fine Arts in Studio Art*
Graduation: May 2024

College of Marin — *3D Modeling and Animation, VR Video, Game Design*
Fall 2019 - Spring 2020

Relevant Coursework

- 3D Modeling and Animation
 - VR Video and Game Design
 - Rigging in Maya/PyMEL
 - Projects in Design
 - Projects in Video
 - Printmaking
 - Introduction to Python
 - Photography
 - Glassblowing
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Skills/Tools

- **Design & Animation:** After Effects, Photoshop, Illustrator, InDesign, Lightroom
 - **3D Animation & Modeling:** Maya, Cinema 4D, Blender, Unity
 - **Augmented Reality/VR Video:** Unity, Premiere Pro
 - **AI & Digital Art:** Stable Diffusion/Flux, ComfyUI, Voice Cloning, Gaussian Splatting
 - **Programming:** Basic Python and Javascript
 - **Other Skills:** Excel, 3D Printing, Motion Graphics, VFX
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Professional Experience

Sigi the Brave Dachshund — *AI Illustrator*
Summer 2024

- Created digital illustrations for a children's book using ComfyUI, Stable Diffusion XL, and Photoshop.
- Developed AI-generated artwork, refining illustrations based on project needs and style guidelines.

XR Marin: Augmented Reality Academy — Student Intern

Fall 2019 - 2020

- Instructed middle school students on using Photoshop and creating scenes in Unity for augmented reality projects.
- Assisted in developing educational content and hands-on learning experiences for young learners.

Marin Art Studio — Student Intern

Spring 2020

- Gained experience in charcoal drawing and still-life art.
- Posed as a model for live drawing sessions.
- Assisted in setting up and managing art installations for gallery exhibitions.

Bay Area Creative Foundation — Intern

Summer 2020

- Contributed to fundraising and event organization for the Italian Street Painting Festival in San Rafael, Marin.
- Coordinated with artists, vendors, and volunteers to ensure smooth event execution.

Interests

- 3D Printing
- AI Art
- Motion Graphics
- Game Design & Development
- VR Art and Video
- Visual Effects
- LoRA Training
- Gaussian Splatting