

# MATT CAVALLARO

STORYTELLER BY DESIGN  
www.matt-cav.com  
mcavalla@g.risd.edu | 585.329.6063

## EDUCATION

Rhode Island School of Design. RISD: Providence, RI  
Bachelor of Fine Arts, Industrial Design, 2006-2010

## EXPERIENCE

*Artisent Inc.* Boston, MA

Design Intern/Modelmaker, 2010

Worked under two U.S. Military contracts to create prototype helmet+gas mask systems for testing. Made molds, cast parts, and assembled components to be integrated into pre-existing helmets. Provided design solutions for fit problems, and created prototypes for proof of concept.

*NASA: JSC Habitability Design Center*, Houston, TX

Design Intern/Modelmaker, 2010

Worked on a variety of projects integral to the Constellation Program. Built a full scale mock-up of the Lunar Habitat. Designed and built several full-scale iterations of a spacesuit maintenance station for the habitat. Worked in collaboration with Spacesuit Technicians of ILC Houston to solve problems of necessary tooling, storage and work surface area in the most efficient way possible. Worked on repairs for the Lunar Rover to prepare it for desert testing. Built pieces for the Altair Lunar Lander mock-up and participated in its evaluation.

*"End of the Day"* Providence, RI

Co-Producer/Co-Director/Production Designer, 2010

Collaborated to create music video narrative inspired by the music of rapper Kid Cudi. Video given positive review in Providence Journal and featured on Kid Cudi's official website (datnewcudi.com)

*Oceane*, Rochester, NY

Senior Designer, 2009-Present

Working directly with the Founder and Primary Creative of this emerging apparel company, which specializes in using innovative material. Currently working to design upcoming collections of jackets and accessories.

*Weiden + Kennedy*, Providence, RI

Production Designer, 2009

Created props for a promotional video for Benihana Restaurants.

*The Story Hat*, Providence, RI

Production Design Intern, 2008

Worked immediately under a trio of directors, designing and developing vehicles, props, characters, and apparel. Contributed technical knowledge of materials and processes to create validity within designs. Worked directly with writers to generate storyboards.

*Boring Media*, Rochester, NY

Intern, 2006 & 2007

Worked on two episodes within a series of educational films for highschool students. Worked in a small production team where a variety of skill sets was needed. Designed and created props and effects, dressed and lit sets, pulled focus, and shot principal photography.

*PCF Studios*, Honeoye, NY

Apprentice, 2005-2006

Studied directly under Master Sculptor, Philippe Faraut. Learned his technical approach of sculpting in wet clay and stone. Learned and aided in mold-making, casting, and applying patinas. Roughed out raw marble for the transition of portraits from clay to stone.