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Boston MA.
Mateojw.com

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Education

New York University – B.S.
Integrated Digital Media
March 2015 – May 2019
New York, NY

Expertise

Adobe Creative Suite
Adobe Photoshop
Adobe Illustrator
Adobe InDesign
Adobe Premiere Pro
Adobe After Effects
Figma
Blender
Procreate
Html/CSS

Skills

Branding & Identity Design
Broadcast / Live Event Design
Social Media Design
Marketing Design
Figma / Webflow
Apparel Design
Merchandise Mockups
Motion Graphic Design
Event Space Design
3D Design

Portfolio

Mateojw.com

Mateo Julia Wise

Experience

Anime Boston / Creative Technical Services

May 2025 – Present / Boston

Supported on-site production and front-facing logistics for Anime Boston's Creative Technical Services (CTS).

- Collaborated with the CTS team on event execution and real-time media coverage.
- Assisted event staff and onboarded new team members in a fast-paced, high-energy environment.
- Helped shape the attendee experience through creative solutions and tech support.

Tiny Pond LLC / Senior Graphic Designer & Founder

Aug 2024 – Present / Boston, Remote

Founded a creative studio focused on branding, creator marketing, event media, and web development.

- Led design strategy for brands and digital campaigns across web and social platforms.
- Managed clients from discovery to delivery, prioritizing accessible and ethical design.
- Oversaw content production for creators, events, and interactive experiences.

BoomTV / Graphic Designer & Creative Lead

Aug 2021 – Apr 2025 / Boston, Remote

Spearheaded graphic and motion design across major esports events and brand campaigns.

- Designed 50+ graphics per event for clients like Intel, Xbox, Samsung, Porsche, and Epic Games.
- Elevated creative direction, integrating broadcast visuals with branded social content.
- Taught design principles as an instructor for AVGL Academy, mentoring students in esports media.

QTCinderella / Graphic & Apparel Designer

Jan 2024 – Jan 2025 / Remote

- Developed full branding and product design for DECO DECO interactive merch store.
- Delivered premium assets on tight deadlines (sometimes within 1 hour) for high-visibility creator content.
- Contributed to 8+ live event broadcasts with millions of impressions through storytelling and graphics.

Experience Ext.

Clarity Connects / Podcast Multimedia Editor

Mar 2020 – 2023 / New York City

- Designed animated graphics and visual assets aligned with podcast branding.
- Translated key audio moments into visual highlights for promotion.
- Iterated rapidly to produce clean, brand-consistent deliverables.

Lionshare Fund / Web Design Intern

Aug 2020 – 2022 / New York City (Remote)

- Designed front-end interfaces in Figma and implemented UI updates in HTML/CSS.
- Communicated with leadership and the UN to meet design goals.
- Contributed to web development for nonprofit initiatives.

Elo Hell / Graphic & Motion Designer

Jun 2020 – May 2021 / Remote

- Delivered graphics and motion assets for major esports events including Blizzard titles specifically Overwatch.
- Worked with producers and designers to streamline visual workflows and content quality.
- Balanced speed and polish for fast-paced broadcast and social deliverables.

Community Gaming / Social Media & Graphics

Dec 2019 – 2020 / New York City

- Created graphics, edited videos, and managed live event social media coverage.
- Designed social media assets and templates for event promotion.
- Captured and edited on-site video/photo content for online distribution.

G&E / Production Assistant

Oct 2019 / New York City

- Assisted producers on-set, ensuring smooth filming logistics and material prep.
- Maintained quality control of production materials throughout the shoot.
- Enforced set security to minimize interference during filming.

NYU MAGNET / Help Desk Technician & Event Support

Aug 2018 – Aug 2019 / New York City

- Supported classroom AV and technology troubleshooting across NYU events.
- Assisted with planning, graphics, and signage for MAGNET community events.
- Collaborated with staff to improve presentation workflows and event media aesthetics.

Poly Gaming Network (NYU) / Head of Media

Aug 2017 – Aug 2019 / New York City

- Produced video and photo content for gaming events on campus.
- Designed marketing materials and physical signage for in-person tournaments.
- Operated and managed stream equipment and spectator viewing setups.

NYU / Graphic Designer & Video Editor

Sep 2016 – Apr 2017 / New York City

- Edited and formatted NYU course materials for online learning platforms.
- Collaborated with faculty to ensure engaging and accessible video-based learning.
- Supported departmental efforts through digital storytelling and video editing.