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Mateo Julia Wise

Senior Graphic Designer | Brand Specialist | Marketing Design

Highly-motivated Creative Director and Graphic Designer with 7+ years of experience in a variety of styles. As Graphic Designer, he's worked with some of the world's leading brands on experiential brand design for marketing campaigns and high-octane broadcasts

RESUME

Education

March 2015 – 2019

Integrated Digital Media

Bachelor's Degree

New York University, NYC

Expertise

Adobe Creative Suite

Adobe Photoshop

Adobe Illustrator

Adobe Indesign

Adobe After Effects

Adobe Premire

Blender

SKILLS

Branding & Identity Design

Broadcast & Event Graphics

Social Media Design

Marketing Design

Figma / Webflow

Apparel & Merchandise Design

2D/3D Motion Design

MANAGEMENT

Team Leadership & Project Management

Creative Collaboration

Social Media Marketing

Client connections

Brands

i've worked with

ASUS SAMSUNG

verizon✓  EPIC GAMES

XBOX PORSCHE

  intel.

Work History

Aug 2024 – present / Tiny Pond LLC – Remote/ Boston

Senior Graphic Designer/Founder

- > Founded Tiny Pond as a creative studio focused on branding, creator marketing, event graphics, apparel, and digital media
- > Work with established content creators to produce full brand identities and digital experiences across all media platforms with the ability to prioritize these different personalities
- > Drive creative vision and client strategy for projects aligned with both the goals of our company and personal values around how a creative company should be run

Aug 2021– 2025 / Boomtv / Boston, New York, Remote

Graphic Designer and Creative Lead

- > Led creative and designed for live events with partners like Intel, Xbox, Verizon, Activision, Samsung, Porsche, and Epic Games
- > Grew into a leading role of graphics that tapped into the skills of social media management, event coordination and management, marketing and social media marketing
- > Directed visuals for AVGL, the educational arm, producing Intel Inspires, a top brand activation in education while managing multiple projects
- > Created many high-action individual-focused graphics for creators and athletes, allowing me to understand what it takes to make a successful branding integration while working autonomously

May 2020 – 2021 / Elo Hell / Remote

Graphic and Motion Designer

- > Highly-motivated designer accomplishing full broadcast packages, overlays, and socials for tier-two Overwatch League events
- > Collaborated with other creatives in the space to learn more efficient workflows around creating large scale events and packages
- > Found community as a cornerstone to a very critical part of the design work, thus maintaining healthy connections, collaboration, and critique leading to heightened results

Jan 2019– 2020 / CGNY / New York City

Graphics & Social Media Content

- > Committed to film, video edit, and designing video content during events, simultaneously posting and updating social media platforms
- > Designing posts/media for social platforms
- > Creating necessary graphics and designs for upcoming events and posts

Jan 2016 – 2018 / New York University / NYC

Graphic Designer and Video Editor

- > In person filming and editing of official NYU classes while uploading adapting and curating to the correct formats
- > Collaboration around audience perception and adapting for the community of students, Involvement with teachers to make sure their voice is heard through the online classes