

Matthew Toups

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New York, NY 10009 | Santa Cruz, CA 95060

Education

New York University - B.S. Integrated Design & Media **Fall 2022 - Spring 2026**

3.8 College GPA, NYU Tandon School of Engineering Dean's List

- Graduate Course workload, participating in BS/MS program from Tandon School of Engineering
- UI/UX, Industrial Design, XR/MoCap, Virtual Production, & Programming coursework

Harvard Graduate School of Design & University College London **Summer 2024**

- Architecture, Landscape Architecture, and Urban Planning/Design intensive coursework for Design Discovery at GSD, and Urban Design/Architectural Planning in London at UCL Bartlett.

Work & Research Experience

Onassis ONX - Studio Technical Intern **Sep 2023 - Current**

- XR Studio Affiliated with Onassis Foundation + NEW INC, as well as Rhizome, IDFA, EY, etc.
- Support exhibition install, motion capture, lighting design, equipment maintenance/management, sound studio mixing/mastering, projection mapping, and website upkeep + administrative work.
- Work on graphic design & video content for website, socials, showcases, and curatorial purposes.
- Social Media / Broadcast works posted on PBS, NEW INC/New Museum, Rhizome, etc.

NYU Tandon @ The Yard - Undergraduate Assistant **Sep 2024 - Current**

- Work at the IDM facility in Brooklyn Navy Yards, on a large scale LED wall, Evercoast Volumetric System, Motion capture, and other virtual production studio equipment for both graduate level courses, and professional productions from companies like Evercoast + WLAB.

IBM - Accelerate '24 Design Track **Jun 2024 - Aug 2024**

- Focused on learning enterprise design, design research, and UI/UX design for IBM this summer.

NYU Tandon - IDM Labs Technical Assistant **Jan 2024 - May 2024**

- TA at the IDM Design Lab, working with Risograph printing, 3D printing (ceramic, resin, PLA), laser cutters, as well as CNC milling. Helped students with fabrication related projects at IDM.

NYU Ability Project - Everyday Assistive Technology **Jan 2023 - Dec 2023**

- Collaborated with Level The Curve on CAD R&D for a Spinal Mobility Orthopedic Chair.
- Focused on Accessibility in UI and UX designs, as well as tactile/readable graphics and signage.

MGNA Crrrrta - Merchandise Design/Printing, EP Cover Designer **Jun 2022 - Current**

- Shot the cover + promo for their debut EP, Constitution 2 (1M+ Streams, 900K+ on Spotify).
- Helped design & screenprint band merchandise from beginning, including for their recent shows at Knockdown Center and their US tour with Cowgirl Clue in 2024, as well as online sales.

Skills, Software, & Hardware

Skills: Virtual Production, UI/UX Design, Industrial Design, Web Development, Projection Mapping, Lighting Design, Cinematography/Photography, Graphic Design, VFX, Video Editing, & 3D Modeling.

Software: Unreal Engine 5, Motionbuilder, MoCap/Motive, OSC, QLab/ONYX/QLC+, Figma, XD, React, HTML, CSS, JS, Touchdesigner, Photoshop, Illustrator, InDesign, Premiere Pro, After Effects (BorisFX and Red Giant Plugins), Arduino, Ableton, Blender, AutoCAD, Revit, Rhino, Fusion 360.

Equipment: Sony a7IV w/ Sigma 18-50mm f/2.8 lens, use an ARRI @ Navy Yards and FX30 @ONX