

MATTHEW HORTON

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SKILLS

Project Management
Design Management
Team Leadership
Problem Solving
Decision Making
Organization and Multi-Tasking
Construction Coordination
Project Presentation
Scheduling and Budgeting
Technical Drafting
Sketching
3D Modeling
Rendering

SOFTWARE

AUTODESK SUITE:

AutoCAD, Revit, BIM360, Navisworks
Bluebeam
Rhino
Sketchup

ADOBE SUITE:

Photoshop, Illustrator, InDesign, Acrobat

MICROSOFT OFFICE SUITE:

Word, Excel, OneNote, PowerPoint

ORGANIZATIONS

THEMED ENTERTAINMENT ASSOCIATION
Member 2017-present

SOCIETY FOR EXPERIENTIAL GRAPHIC DESIGN
Member 2012-2015

HONORS

American Alliance of Museums
Media & Technology Muse Award
2014

Chair's Award for All-Around
Excellence in Exhibitin Design Thesis
2014

DC Mayor's Arts Award for
Innovation in the Arts
2013

John A. Wanlass Memorial Award
for Service and Leadership
2013

EDUCATION

CORCORAN COLLEGE OF ART+DESIGN, THE GEORGE WASHINGTON UNIVERSITY
MA, EXHIBITION DESIGN
GRADUATED MAY 2014

PROFESSIONAL EXPERIENCE

THE COMPANIES OF NASSAL

DESIGN MANAGER, THEMED ENVIRONMENT
SEPT 2017 – PRESENT

- Led a team of a dozen designers through two years of design development for the fabrication of over 40,000 scenic elements as part of multimillion-dollar contract on an entire land for new international theme park
- Oversaw technical design coordination with multiple disciplines and vendors, from architectural and structural, to special effects and lighting, including BIM clash detection and Bluebeam scope gap review
- Created and managed budgets and schedules for client submittals and fabrication work orders
- Reviewed architectural, structural, and mechanical drawings; studied IP-sensitive creative intent documents and photo references; and redlined detailed shop fabrication packages
- Oversaw IFC and as-built client submittals based on site visits and shop walks with senior project managers and construction superintendents, monitoring existing conditions and incorporating value engineering
- Produced scenic fabrication packages using latest CAD, BIM, and 3D modeling software from preliminary design through detailed design to issue for construction for multiple top-tier theme park clients, such as Disney, Universal, and Seaworld

SMITHSONIAN NATIONAL AIR AND SPACE MUSEUM

MANAGER, DIGITAL INITIATIVES
AUG 2014 – SEPT 2017

- Led a team of five museum personnel overseeing the design, production, site testing, installation, and implementation of over 100 interactive media exhibits for \$250 million renovation project for the most visited museum in the world
- Wrote requests for proposals, reviewed vendor proposals, and selected contractors based upon qualifications
- Directly oversaw vendor contracts, managed media production schedule and budget, provided art direction, facilitated curatorial review, and approved deliverables for interactive exhibits and products
- Coordinated multiple disciplines and vendors, including architecture, engineering, exhibition design, graphic design, lighting design, media production, audio visual integration, education, curatorial, external affairs, and executive leadership
- Led a technology research and development team and produced regular executive reports for a dedicated weekly meeting with the Museum Director and the Board of Trustees

THE GEORGE WASHINGTON UNIVERSITY, CORCORAN SCHOOL OF THE ARTS & DESIGN

ADJUNCT FACULTY, MA EXHIBITION DESIGN
AUG 2015 – DEC 2016

- Wrote curriculum syllabus and taught graduate level courses in advanced architectural CAD drafting, 3D modeling, texturing, lighting, and rendering, and various software applications for the exhibition design profession