Matilda Pawlega

Waterloo, ON | anoaeyto@gmail.com | linkedin.com/in/matilda-pawlega | Portfolio

Professional Summary

Graphic designer specializing in brand identity, visual systems, and interactive experiences. Applies a systems-driven approach, combining 3D rendering and graphic media to build cohesive visuals across print, web, and exhibition spaces.

Experience

Exhibition & Interactive Art Designer *May 2025 – Apr 2026*
Polyrhythmic Illumination (Phil Kline's Unsilent Night, Globe Studios, AV Nights, LUMEN – upcoming) Waterloo, ON

- Staged and assembled exhibition components across 4 Ontario venues for 200+ total visitors, capturing high-quality documentation, live video footage, and material-test photography.
- Designed a project showcase website and created 3D Blender models and promotional visual graphics to drive social media campaigns and public engagement.
- Programmed interactive audiovisual systems in MAX MSP and designed intuitive artist-facing UIs integrated with custom Arduino hardware, utilizing component soldering and 3D printing.
- Collaborated with a multidisciplinary team of artists, musicians, and academic faculty to bring the installations to life, while managing project inventory, documentation, and finances.

Lead Graphic Designer & Social Media Manager *Sept 2024 – July 2025*
University of Waterloo Tea Club Waterloo, ON

- Grew accounts by 800+ followers through engaging social media content and short promotional videos, driving high attendance for regular sessions and collaborative community initiatives.
- Designed and distributed eye-catching print collateral across campus, including a 2-week run of 10 published posters, 200 promotional flyers, and 50 custom stickers that drove student engagement.
- Developed a distinct visual identity through world-building for weekly thematic campaigns, producing high-quality 3D renders and stylized digital artwork.
- Partnered with club leadership to build a website using Figma for layout prototyping, providing art direction and web graphic assets.

Selected Work

Interactive Gallery Designer *Nov 2024 – Feb 2025*
THE MUSEUM: EYEPOOL ALT-VERSE Kitchener, ON

- Designed an interactive projection-mapping installation using a TouchDesigner node-based workflow and custom 3D environments to simulate a star system responsive to visitor movement.
- Integrated exoplanet signal data into the environment design, balancing spatialized ambient soundscapes with visual physics concepts to deepen visitor immersion.
- Coordinated with the gallery team, faculty, and peers on layout specs, file sizing, and brochure details to seamlessly accommodate 60+ rotating guests.

Education

University of Waterloo *Waterloo, ON*
B.Sc. Physics and Astronomy, with Distinction June 2026

- Relevant Coursework: Interactive Media Design, Introduction to Photoshop, Introduction to Coding for Designers, Studio Art Fundamentals

Skills

- **Core Strengths:** Brand Identity, Typography, UX/UI, Data Visualization, Interactive Installation Layouts
- **Design & Media Tools:** Adobe Creative Cloud Suite (Photoshop, Premiere, Illustrator, After Effects), Figma, Blender, TouchDesigner
- **Technical & Web:** HTML/CSS, JavaScript (p5.js, Three.js), VS Code, Python, Git