

curriculum vitae

Matt is a multidisciplinary designer and fabricator with a background in architecture and a strong foundation in digital design and hands-on fabrication. His work spans exhibition design, set and scenic design, interior architecture, and custom furniture, often integrating advanced fabrication techniques and emerging technologies such as AI, robotics, and biomaterials. He has collaborated with leading studios including Anicka Yi Studio, leading research driven design initiatives and Daniel Arsham Studio, where he worked for six years, evolving from fabricator to senior designer and contributing to numerous high-profile art installations, exhibitions and custom furniture collections. He later joined Jouffre as a furniture designer, working closely with master upholsterers to create high-end, custom pieces through a collaborative, craft-driven approach.

Matt's personal design sensibility is sculptural and playful, grounded in material exploration and narrative-based thinking. As co-founder of Floating World, he creates immersive interiors and collectible objects that invite curiosity, intimacy, and interaction. Whether developing a one-of-a-kind piece or a spatial environment, Matt's approach reflects a commitment to craftsmanship, conceptual clarity, and material innovation.

experience

2025 **Production Technician / Avram Rusu Studio**

Work closely with Andreea Rusu, creative director and founder, on the design, fabrication, and production of sculptural lighting and furniture. Develop detailed 3D models and technical drawings for new collections, coordinate with glass fabricators, machinists, and metalworkers, and support booth design and installation for trade fairs and design shows. Assist with project management and production planning, and implement improved design workflows and project-tracking tools to streamline studio operations

2025 **Digital Designer and Fabricator / Anicka Yi Studio**

2024 Worked closely with Anicka Yi to develop concepts for artworks, led the design and prototyping of innovative artworks, and explored integration of cutting edge design tools. Managed production of artworks with outside vendors, led research initiatives for design, and explored AI integration in design workflow. Prepared technical drawings for production and fabricated artworks using bio-materials, combining traditional fabrication techniques with research driven initiatives.

2024 **Freelance Designer and Fabricator**

Worked on a variety of design and fabrication projects ranging from set design and art direction for a feature film, interior design for an 11 room boutique hotel, scenic design, furniture design and sculpture design. Clients and collaborators include Tyler Mitchell, Mr.Flower Fantastic, Anicka Yi, and Spaeth Design among others.

2023 **Furniture Designer / Jouffre**

2022 Worked as part of design for Jouffre workshop, working closely with upholstery artisans to realize high end sofas, armchairs and other upholstered furniture pieces. Created technical shop drawings using Rhino, oversaw production of internal hardwood frames and upholstery, provided creative direction and advised on furniture proportion and comfort, and coordinated with metal vendors and manufacturers. Led design research initiative into new and experimental processes for upholstery craft, including 3D knitting and flexible foam mold making and casting.

2021 **Senior Designer / Daniel Arsham Studio + Objects for Living**

2020 Worked closely with Daniel Arsham to conceptualize and design art projects, installations, and exhibitions. Designed and managed first two furniture collections for Objects for Living, working closely with Friedman and Benda Gallery. Managed projects through all phases and led multidisciplinary teams to execute projects at a high level.

2020 **Designer, Co-Founder / Floating World Studio**

Co-founded creative studio with Susannah Mifsud focusing on sculptural design, collectible furniture and interiors. Created branding, logo and website. Lead design projects and manage day to day operations.

2019 Exhibition Designer / Daniel Arsham Studio

2018 Worked closely with Daniel Arsham to design and execute art exhibitions and installations at various museums, galleries and public space. Managed exhibitions from concept, proposal, design development and production phase. Collaborated with museum curators, fabricators, brands, galleries, and art festivals. Notable Exhibitions:

HourGlass, High Museum of Art, Atlanta GA
Moving Architecture, VDNKh, Moscow
Blue Garden, Flamengo Park, Rio de Janeiro
Angle of Repose, Galerie Perrotin, Paris
Connecting Time, MOCO Museum, Amsterdam
Perpetual Present, HOW Museum, Shanghai
Paris 3020, Galerie Perrotin, Paris
MoonRaker, Musee Guimet, Paris

Blue Garden, Flamengo Park, Rio de Janeiro
Angle of Repose, Galerie Perrotin, Paris
Connecting Time, MOCO Museum, Amsterdam
Perpetual Present, HOW Museum, Shanghai
Paris 3020, Galerie Perrotin, Paris
MoonRaker, Musee Guimet, Paris
Time Dialation, Galerie Perrotin, NYC
Sands of Time, UCCA Dune, Beidahe China
Unearthed, Konig Galerie, Berlin

2016 Freelance Fabricator / Daniel Arsham Studio

2015 Fabricated and installed sculptures and site specific installations. Fabrication methods included mold-making, casting, and wood working.

2014 Fabrication Intern / Daniel Arsham Studio

Assisted with fabrication of sculptures and general fabrication tasks.

education

2018 Masters in Advanced Interaction / Institute for Advanced Architecture of Catalonia / Barcelona

This one year intensive program explored interactive systems through the research, analysis, and experimentation of hardware and software. Topics investigated ranged from robotics, digital fabrication, VR and more to push the boundaries in the ways we interact with the built environment.

Won in class design competition to develop “playball” for LLUM Light festival, an interactive installation for the city of Barcelona’s yearly light festival.

2015 Bachelors of Architecture / New Jersey Institute of Technology / Newark, NJ

Super Jury Finalist : Final project “Voyeur Alley” selected to present to a panel of prestigious jurors as a representation of the best work of the 5th Year Comprehensive Studio.

2014 “Sticks and Stones”, a full scale mock-up of a retail pop-up store, selected to be exhibited at Paterson Art Walk

2012 Life, City, Adaption: Barcelona Urban Design program run by Professor Philip Speranza in Barcelona for 2 months, where students documented and analyzed neighborhood typologies, engaged in interdisciplinary design work, and investigated bottom up urban research strategies. More info lcabcn2012.wordpress.com

Placed 2nd in the annual NJIT Brick Build, a competition between 10 studio teams to design and build a full scale pavilion made in brick.

2010 **Wayne Valley High School** / Wayne, NJ

exhibitions

2023 **EDIT Napoli / LHO Collection: Step Table, Planter / Napoli, Italy**

selected to participate in annual design fair celebrating emerging talent and handmade design object

2022 **on an island where limestone pretends to grow / LHO collection / Valletta, Malta**

Solo exhibition at the Malta Society of Arts under creative studio Floating World, presenting collection of sculptural objects

2019 **Flower Shop Collective / Aberdeen Vase, Ruined Table / NYC**

Aberdeen Vase and Ruined Table exhibited as part of the launch of Flower Shop Collective, a collective seeking to democratize the art world, with a pop-up exhibition of emerging creators.

2018 **Sonar +D / playball! / Barcelona, SP**

playball! project exhibited as part of IAAC's booth at Sonar +D Barcelona

2018 **LLUM Festival / playball! / Barcelona, SP**

playball! project exhibited at LLUM Festival Barcelona

2014 **Paterson Art Walk / sticks and stones / Paterson, NJ**

project "sticks and stones" exhibited at Paterson Art Walk

press

2023 **Research + Realities: Limestone Home Objects, Floating World, DAMN Magazine, Spring 2023, print and online**

<https://www.damnmagazine.net/floating-world-limestone-home-objects>

2022 **From Dust to Furniture, Times of Malta, May 28 2022, print and online**

<https://timesofmalta.com/articles/view/the-furniture-made-of-dust.957913>

2022 **A New Creative Studio Floats Into the World, artpaper malta, no.18 July 2022, print**

2022 **An Island Where Limestone Pretends To Grow: Floating World Present New Collection In Valletta, Lovin Malta, May 27 2022, online**

<https://lovinmalta.com/lifestyle/art/an-island-where-limestone-pretends-to-grow-floating-world-present-new-collection-in-valletta/>