ARIANNA DIMATTEO

aridimatteo@gmail.com

360-720-4880

Los Angeles, CA 90027

SKILLS

- Houdini
- Nuke
- Davinci Resolve
- Maya
- Zbrush
- CLO Clothing
- Substance Suite
- Gaea
- Unity
- UE5
- Twinmotion
- TouchDesigner
- Github
- Linux
- AI SaaS Tools
- ComfyUI
- GLSL
- Python

EDUCATION

Shoreline Community College

Lynnwood, WA

***2013 Associate of Arts*:**
Animation/Video Multimedia AAAS

Washington State University
Pullman, WA

***Major*:** Digital Culture And Technology

ABOUT ME

I work at the intersection of emerging technology and storytelling. My journey has taken me from underground makerspaces to mixed reality startups, metaverse world building, traditional film pipelines in VFX, GenAI, and immersive mixed reality entertainment. The perspective I've gained working across both digital and physical mediums has given me a unique view into emerging frontiers of creative expression and artistic exploration. I look forward to collaborating with my peers to tell meaningful, impactful stories about technology for years to come.

WORK HISTORY

Polychroma.us - VFX and AI Generation, ComfyUI
Los Angeles, CA • 03/2026 - Current

-GenAI, Txt2Img, Img2Img, Img2Video, Lip-sync, Motion Vectors
-Pipeline Support for Video, LORA training, AOV Generation, Previs
-Various Integrations, Nuke+Comfy, Houdini+Comfy, Blender+Comfy
-Model Generation and Gaussian Splatting

Liminal.Space - Creative Immersive Technologist
Los Angeles, CA • 03/2026 - Current

- Stereo 3D Artist for Polarized LED Experience
- CAD: Rhino, AutoCAD & Vectorworks
- A/V Build Team & Power Management
- Show Control (TouchDesigner)

Jukebox Robot - CG Generalist & VFX Artist
Los Angeles, CA • 03/2014 - Current

- Simulation Artist & 3D Environment Design for Gaming
- USD & Solaris
  VR/AR /MR/Projection Mapping/Domes & Web Technologies

Infinite Reality(Napster) - Art Director
Los Angeles, CA • 03/2024 - 10/2024

-PM for ten , Jira and Confluence Management
-Creative Documentation Lead and Developer for glTF pipelines
-Design and execute user library for world building layout tools
-Game VFXArtist & Procedural Modeler

Ethereal Engine - Pipeline TD & glTF World Builder
Los Angeles, CA • 12/2022 - 02/2024

-Principal 3D Creative, worked as employee #7 with engineer team to design the UI of a web studio to fit the needs of our user base
-Create and document upper limits of our realtime rendering engine
-Cloth Simulation and encoding for the web

Vinco Ventures - 3D Artist & Pipeline TD
Las Vegas, NV • 03/2021 - 10/2022

- Develop worlds for a glTF web based experience
- PFP Character Drop and Character Randomizer in Houdini
- Artist, Unity Shader Graph & Asset Management
- Volumetric Capture Concerts

Southern California Institute of Architecture - Magic Box
Los Angeles , CA • 10/2019 - 03/2021

-Houdini Instructor, emerging pipeline development
-Solidworks & Netfabb optimized file conversion, Expert in 3D printer operations, calibration and software for FDM, SLA, PolyJet, Uprint & Z-Printing, CO2 Laser operation, maintenance and calibration, & CNC