

curriculum vitae

Matt Mondini is an argentine-american designer interested in the playful explorations of narrative based ideas, furniture typologies and material intersections. Formally trained as an architect, his interests in the creative fields have diverged from the traditional architecture track in search of interdisciplinary pursuits. Matt continued his design education at the Institute for Advanced Architecture of Catalonia in Barcelona, helping foster new skills in the digital fabrication and computing technologies in relation to design. He has also worked for Daniel Arsham studio for 6 years, growing from the role of fabricator to exhibition designer to senior designer. As exhibition designer and later senior designer, he has worked closely with Daniel Arsham on numerous international projects and exhibitions, going from concept phase and proposal to execution and on-site installation. He then went on to work as furniture designer at Jouffre, designing various types of upholstery pieces and working closely with craftsmen to execute at a high level. The knowledge and experience acquired both as fabricator and designer has created a well rounded set of skills allowing for the exploration of an idea from concept to production.

experience

2023 **Furniture Designer / Jouffre**

2022 Worked as part of design team 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**

Cofounded 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
2017 various museums, galleries and public space. Managed exhibitions from concept, proposal,
2016 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
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 limeston 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

- 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-presen t-new-collection-in-valletta/](https://lovinmalta.com/lifestyle/art/an-island-where-limestone-pretends-to-grow-floating-world-presen-t-new-collection-in-valletta/)