

# Rebecca Grabman

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Experience designer with visual arts background looking for employment or internship in themed entertainment

## Education

### **Masters of Entertainment Technology**

*Carnegie Mellon University's Entertainment Technology Center, 2010-2012 (expected)*

### **Bachelor of Arts, Participatory/Interactive Storytelling**

*Bennington College, 2004-2008*

## Relevant Experience

### **¿Plastico? ¡Fantastico! (A 3D Printer Project)**

*Hewlett-Packard Company (Barcelona, Spain), 2011/current*

Working with a team of graduate students to develop novel and engaging ways to interact with and add value to 3D printers

### **MakeShop Intern**

*Children's Museum of Pittsburgh (Pennsylvania), Summer 2011*

Developed and facilitated a ground-breaking museum programming space while introducing kids to the concepts, culture and tools of the Maker / DIY movements

### **Starscape**

*Give Kids the World (Orlando), 2011/current*

Graphic/experience design for interactive experience at non-profit resort, allowing children to search the building's vast "sky" for the small star with their name

### **"When I Come To My Senses, I'm Alive!"**

*Annex Theater (Seattle), 2010*

Designed and programmed interactive costume pieces controlled by play's cast

### **Bennington Bookmarks**

*Crossett Library (Vermont), 2007-2008*

*Funded by Andrew W. Mellon Foundation; Cooper-Hewitt People's Choice Design Awards (3rd)*

Programmed light-changing interface, message display/sorting, keyboard interface for collaboratively designed site-specific installation using interactive objects to encourage patron browsing

### **REACTIVEfashion**

*Greenwall Auditorium / Usdan Gallery (Vermont), 2007*

*Fully Funded by the Bennington College Student Endowment for the Arts*

Collaboratively designed and built interactive garments to "augment, enhance, and explore nuances of relationships"; produced runway show and gallery viewing; organized and ran eTextiles workshop

## Additional Experience

### **Head Teaching Assistant**

### **Research Assistant**

### **Motion Graphics Intern**

### **Graphic Design Intern**

### **Student Manager**

### **Digital Arts Lab Monitor**

*Building Virtual Worlds (Carnegie Mellon), 2011*

*"Augmented Library" (Seattle / Palo Alto), 2008*

*m360 (Irvington, New York), 2006*

*Blink Digital (Manhattan, New York), 2005*

*Costume Shop (Bennington College), 2007-8*

*The Pod (Bennington College), 2005-8*

**Experienced:** Photoshop, InDesign, Final Cut Pro, DVD Studio Pro, paper prototyping, concept sketching, sewing

**Capable:** 3D-model texturing, Illustrator, AfterEffects, Ruby, Processing, Arduino