

# Jeanne Angel

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**Digital, Interactive & Experiential Media Designer & Producer,  
Creative Technology, Motion Graphics, Video, Installation.**

## Skills

- Planning, production, management & installation of exhibit media for physical spaces.
- Content development, creative, design & programming of media experiences.
- Interactive, web, video & motion graphics design.
- TV, HD & Multi-channel video production, video walls & projection mapping.
- Custom electronics and hardware solutions, interactive UIs, mobile & kiosks.
- Special media for live events & performances.
- Expert with everything Adobe CS, BrightAuthor, VDMX, Final Cut, AVID, Motion; experience with Resolume, Watchout, Modul8, Unity, Cinema 4D, Blender.
- Expert with Applescript, HTML, CSS, XML, FileMaker, AS2; familiar with many object-oriented programming languages (AS3, C#, Py, JS, oF), CMS & databases.

## Experience

### Creative Tech Week

New York

#### Production Director, Expo Director

Dec 2015 – Current

- Collaborating with CTW founders to plan, coordinate & produce a 9-day, citywide event week focusing on the intersection of art, science, design + technology, featuring 300+ events, 150+ speakers, and 80+ exhibitors and art installations.

### New-York Historical Society

New York, NY

#### Media Producer for Exhibits & Special Projects

Jan 2015 – Dec 2015

#### AV & Media Specialist

Mar 2012 – Dec 2014

- Designed, programmed and produced a wide variety of electronic media content for many museum exhibitions, working closely with curators, researchers, exhibit and graphic designers, A/V operations, and others to produce impactful, high-quality, and cost-effective installations.
- Hands-on producer from concept to de-installation; responsible for exhibition media concepts and scope, schedules, equipment lists and budgets, design and code, sourcing and managing part time staff and contractors, integrating and installing software and hardware, training staff and writing operation manuals.
- Managed exhibition media budgets up to \$250,000.

### Creative Time

New York, NY

#### Summit 2010, 2011 Visuals Manager

Aug 2011 - Sept 2011

Sept 2010 - Oct 2010

- Collaborated with Curators, Artists and staff to produce and execute visual materials for Creative Time's annual conference on revolutions in public practice and socially-engaged art.
- Worked with Curatorial Assistant to develop and execute run-of-show, coordinating with Skirball staff to develop lighting schemes, and direct stage elements.

## **The Guggenheim Foundation**

New York, NY

Sept 2009 - Aug 2010

### **Media Arts Specialist**

- Manager of A/V installation crew, working closely with Artists Assistants, Art Handlers, Facilities and Lighting to develop and execute installation plans for media works.
- Consulted on the installation of multi-media works for all Guggenheim-organized exhibitions, providing curators, exhibition designers, registrars, conservators and other members of the team with information needed to develop exhibition plans.
- Budgeted and managed A/V equipment for media artworks and exhibitions.

### **Claude Wampler - Performance (Career Ender), Large Scale Sculpture**

Garajistanbul, Istanbul, Turkey.

Feb 2010

Walker Art Center, Minneapolis, Minnesota.

Mar 2008

Diverse Works Arts Space, Houston, Texas.

Nov 2007

Yokohama Triennale, Yokohama Japan.

Aug - Sept 2008

### **Technical Director, and Production Assistant**

- Worked closely with the Artist to research and develop specifications for each artwork, coordinate press materials, and correspond with program curators.
- On-site assistant providing direction to the installation teams and overseeing the artistic integrity of each work.
- Video artist and technical assistant for a theatrical performance performed by Claude Wampler and Christian Holstead.

## **Plum TV**

New York, NY

Mar 2006 – Apr 2009

### **Consulting Services for Television and Internet**

- Motion Graphics designer for show graphics packages, promo materials, and advertisements.
- Technical coordinator for the launch of Plum's channel on hulu.com, designing video compression and XML specifications, and supervising content repackaging and QA staff.
- Lead developer for 2007-2009 editions of the PlumTV.com homepage.
- Developed rich media micro sites for Plum Network Sales targeting luxury advertisers.
- Designer and instructor for custom Final Cut Pro Master Templates, providing editors with dynamic branded motion graphic packages.

## **Past Clients**

Addison • Motion Graphics Designer, New York. 2010-2012

John Frieda • Motion Graphics Designer. New Museum, New York. 2010

Marc Jacobs • Interactive Installation Programmer. PS1, New York. 2010

Figment Festival • Interactive Installation Artist and Technical Assistant, New York. 2010-11

The Architectural League of New York • Interactive Installation Artist, New York. 2009

Genesis P-Orridge • Design and Video Technician, Centre Pompidou, Paris, France. 2009

L'Opera Monte-Carlo • MG Designer and Video Systems Engineer, Monaco. 2008

MTV Interactive • Digital Media Programmer, New York. 2007

Structural Graphics • Flash Designer. Connecticut. 2006

Web Design House • Web Designer, New York. 2000-2003

## **Education**

New York University, Polytechnic School of Engineering  
Bachelor of Science, Integrated Digital Media, cum laude.

2000 - 2004

New York University, Polytechnic School of Engineering  
Master of Science, Integrated Digital Media, Full scholarship, cum laude.

2004 - 2006