

PROFESSIONAL SKILLS

SENIOR EXHIBIT DESIGNER: Specializing in mapping content to a physical environment, artifact display layouts, exhibition and environmental graphics, and interactive development consultation. Performing or directing all phases of exhibition design from concept development through installation. Working with the exhibit development team and stakeholders to craft complex ideas into coherent exhibitions. Produce presentation packages for client feedback. Design and layout exhibit spaces and structures with attention to ADA guidelines. Draft floorplans, elevations, and other design control drawings. Specify materials. Review fabrication detail and construction drawings.

SENIOR GRAPHIC DESIGNER: Design and production work for environmental, digital, and print graphics.

Work includes: exhibit graphics, wayfinding signage, interactive experience graphics, multi-media screens, murals, artifact labeling systems, brochures, family guides, exhibit logos, and Photoshop collage illustration. Image selection consulting. Design graphics to integrate with built exhibitry. Work with writers, editors and fabricators. Art direct junior designers and freelancers. Spec graphic output materials. Solicit vendor estimates. Pre-press graphic file preparation for output to various substrates or digital usage. Review jobs throughout print production. Writing process and production guidelines for both in-house and client facing applications.

PRODUCTION OVERSIGHT: Confer with clients, contractors and colleagues on design and production specifications, turn around, and pricing issues. Set production schedules, monitor work in progress for quality control and adherence to design standards. Prepare reports for team leaders. Hire and supervise regular staff, interns, trades contractors, consultants and freelancers. Coordinate 2D (graphic) and 3D fabrication and installation with in-house fabricators shop and outside vendors. Regularly supervise graphics and exhibitry installers, construction, and painting contractors. Prepare bid proposal packages. Manage simultaneous projects.

COMPUTER SKILLS: Primary design programs are Mac platform Adobe Creative Suite- InDesign, Photoshop and Illustrator, VectorWorks 3D drafting software. Administrative support programs are MicroSoft Word and Excel.

EMPLOYMENT HISTORY

FREELANCE EXHIBITION AND GRAPHIC DESIGNER, June 2023 to present, previously May 2013 to August 2015

- **Clients have included:** Little Rays Exhibitions (zoo and aquarium exhibits), Smithsonian National Museum of African Art, Smithsonian Exhibits, World Wildlife of Guyana/The Protected Areas Commission of Guyana, Susan Perrin Art Consulting (a BWI Airport graphic mural project), Notre Dame University of Maryland, and Quatrefoil Associates.

SMITHSONIAN EXHIBITS, LANDOVER, MD:

- **VISUAL INFORMATION SPECIALIST/SENIOR EXHIBIT DESIGNER,** August 2015 to June 2023. Worked as a team member providing exhibition design and graphics for Smithsonian Institution museums and other US Government Agencies. **Projects have included:** Smithsonian Office of Advancement Distinguished Benefactors room donor signage; Smithsonian Environmental Research Center (SERC) Historic Woodlawn House Museum exhibition design; SERC Woodlawn History Trails outdoor signage; Smithsonian Institution Traveling Exhibitions Service (SITES) "H2O Today" and "Knowing Nature" traveling exhibits; Smithsonian Center for Folklife and Cultural Heritage "World on the Move" traveling exhibit; National Museum of African Art traveling version of "Chief S.O. Alonge; Photographer to the Royal Court of Benin" exhibit planning and design, including travel to Benin City to work on-site with the Nigerian museum team members. Exhibition and graphic design for The Defense Intelligence Agency Museum; the Environmental Protection Agency's National Environmental Museum and Education Center; exterior window wrap graphics for the FBI Museum, and the Berlin Wall exhibit at the US State Department National Museum of American Diplomacy.

QUATREFOIL ASSOCIATES, LAUREL, MD:

- **SENIOR EXHIBIT DESIGNER**, May 2006 to May 2013. Worked directly with clients and team members as a team leader and key liaison to envision and produce original, fun, attractive and well organized museum exhibits encompassing a wide range of content including science, history/material culture, and fine art. Performed in a highly collaborative manner as a member of a multi-disciplinary team, adapting to evolving schedules and project parameters. Produced 3D designs for unique casework, hands-on interactive elements, play spaces, object displays, and lighting concepts. Created original sculptures as exhibit components. Produced graphic design for exhibit, marketing and multimedia pieces. Managed creative freelancers and subcontractors.

THE WALTERS ART MUSEUM, BALTIMORE, MD:

- **CHIEF EXHIBITION DESIGNER AND PRODUCTION MANAGER (DEPARTMENT HEAD)**, July 2002 to May 2006. Managed all aspects of exhibition and interactive gallery design and production. Supervised and provided personnel management of the Exhibitions Lighting Department and the Exhibitions Fabrication Production Shop. Hired and supervised outside contractors. Mentored exhibitions department interns. Provided project and budgetary management for gallery construction, case fabrication, and gallery installation for the renovation of both the Walters' Pavilion Building and the 1904 Palazzo Building.
- **ASSISTANT EXHIBITION DESIGNER**, December 2000 to July 2002. Designed fine art and interactive educational exhibitions under the guidance of the chief exhibition designer and curators. Provided in-house graphic design and project supervision for the museum-wide wayfinding and donor signage system re-design and implementation. Designed exhibition graphics. Specified casework, fabrics, finishes, and structural elements. Worked with conservators and registrars to adhere to conservation requirements.

NOTRE DAME UNIVERSITY OF MARYLAND, BALTIMORE, MD:

- **GRAPHIC DESIGNER AND PRODUCTION MANAGER**, April 1997 to December 2000. Performed design and pre-press production of the full range of external and internal institutional publications. Designed all projects with overall conformity to institutional graphic identity specifications. Projects included; annual reports, alumnae magazines, special event programs, departmental logos, newsletters, advertisements, brochures, stationery, street banners, campus signage, forms, class schedules, and mailers. Coordinated projects with in-house clients to establish design and content criteria. Set production schedules. Ensured that material conforms to U.S. Postal regulations. Maintained print job budgets.

EDUCATION

MARYLAND INSTITUTE COLLEGE OF ART, BALTIMORE, MD: Courses in graphic design, digital media, and sculpture.

MONTGOMERY COLLEGE, ROCKVILLE, MD: Coursework in graphic design, illustration, and cartooning.

FROSTBURG STATE UNIVERSITY, FROSTBURG, MD: BS degree in Art, Graduated *Cum Laude*.

Areas of concentration: Fine Art–Drawing, Sculpture, Graphic Design; Theatrical Set Design; Psychology

AMENABLE TO TRAVEL FOR SHORT OR EXTENDED PERIODS

REFERENCES AND PORTFOLIO AVAILABLE UPON REQUEST