

# Katherine E. Rubenstein

## Artist and Experience Designer

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portfolio available at: [www.krubenstein.com](http://www.krubenstein.com)

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### *Targeting Entry-Level Position as Artist and Experience Designer*

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- Graduate of Carnegie Mellon University's Masters of Entertainment Technology program with strong academic, artistic and experience design skills seeking an entry level position.
- Extremely hard working and devoted to implementing creative solutions.
- Self-directed and proficient in many traditional and digital programs, tools, techniques and media. Able to work well in team settings, and quick to learn new skills.

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#### EDUCATION

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- Carnegie Mellon University, Entertainment Technology Center (ETC)** - Pittsburgh, PA Spring 2011  
Masters of Entertainment Technology – QPA: 3.93
- Carnegie Mellon University, School of Art** – Pittsburgh, PA Fall 2008  
Bachelor of Fine Arts, Graduating with University Honors – QPA: 3.79

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#### COMPUTER AND MEDIA SKILLS

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**Computer:** Photoshop, Illustrator, Sketchbook Pro, Maya, Dreamweaver, Premiere, After Effects, Audacity, Peak, Unity3D, HTML, CSS.

**Media:** Digital Painting, Drawing (Pen, Pencil, Charcoal, Conté, Ink), Painting (Acrylic and Oil), Textures, Video, Metal Casting (Bronze and Aluminum), Clay, Wood.

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#### PROJECTS AND EXPERIENCE

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##### Artist & Experience Designer

**Give Kids the World – Starscape**, Pittsburgh, PA [www.etc.cmu.edu/projects/starscape](http://www.etc.cmu.edu/projects/starscape) Present

ETC project with ITEC Entertainment Corporation and Give Kids the World (GKTW).

- GKTW is a resort for children with life threatening illnesses. While there, children place a star in the GKTW castle, which is now full. A new structure is being created to house additional stars.
- My team is creating a show to enhance the child's experience while locating their star in the new structure. The child views his star in a "magic window," created using simulated augmented reality, nine cameras and an iPad. The iPad draws the information from a database we are developing to catalog and locate the stars.
- Created concept art as well as storyboards, designed themed case for the magic window, and developed 3D scenes. Worked with team to develop the overall guest experience.

##### Artist & Designer

**Disney ImagiNations 2011 Competition** [www.krubenstein.com/canopy.html](http://www.krubenstein.com/canopy.html) April 2011

A proposal for a themed bird-watching restaurant in Disney's Animal Kingdom.

- A semifinalist submission for the Disney ImagiNations 2011 competition.
- Designed and created concept art for the interior and exterior of the restaurant.
- Created experience renderings of the visitor and diner's experience.

##### Art Lead, Artist, & Experience Designer

**Immersive and Interactive Installations**, Pittsburgh, PA [www.etc.cmu.edu/projects/i3](http://www.etc.cmu.edu/projects/i3) January-March 2010

ETC Project that conceptualized, designed, and built a two story multi-room, walkthrough, interactive themed entertainment experience with a multitude of environments and effects, including a custom built multi-touch floor, a Pepper's Ghost effect, and a pneumatic motion platform.

- Lead Artist, responsible for overall experience design and artistic implementation, interior concept art, and art budgeting.
- Designed and implemented the Pepper's Ghost and, with the team, constructed the installation.

**Experience Designer & Concept Artist**

**The Franklin Institute**, Philadelphia, PA

Summer 2010 Internship

- Created conceptual framework for a story driven, onsite, kiosk-based educational experience incorporating information contained in the surrounding science museum exhibits.
- Plan included the use of RFID, kiosks as interaction points, and a central orientation station using a table-top multi-touch device.

**Interactive Installation Exhibit**

**Robot 250**, Pittsburgh's 250<sup>th</sup> Anniversary [www.krubenstein.com/heart.html](http://www.krubenstein.com/heart.html)

July 12 2008 – July 30 2008

- Created an interactive installation exploring the connection between breath, oxygen, and the heart in which the visitor can reanimate a preserved heart.
- Selected for exhibition at the Pittsburgh Film Makers as part of a city wide celebration of robotics during Pittsburgh's 250<sup>th</sup> anniversary.

**Asset Creator for Animation**

**Extreme Makeover: Home Edition**, ABC

Summer 2010

- Asset creator for an animated short story that aired on October 24, 2010.

**Artist, Designer, & Producer**

**Building Virtual Worlds**, Pittsburgh, PA [www.krubenstein.com/bvw.html](http://www.krubenstein.com/bvw.html)

August-December 2009

- Every one to four weeks a different team of four ETC students built a virtual interactive experience, or "world."
- Created five worlds using Head Mounted Display, Playmotion, Audience Interaction, and Wii Motes for world interactions.
- Three of my worlds were selected by jury for inclusion in the end of semester BVW show.

**Artist & Designer**

**Coco & Co**, Silicon Valley, CA [www.etc.cmu.edu/projects/cococo](http://www.etc.cmu.edu/projects/cococo)

August-December 2010

- ETC project. Browser-based multiplayer game designed to allow cross-cultural exchanges by eliminating the use of language for game communication.
- Concept originator for the communication mechanic, responsible for texturing, scenic flow, character design and prop design.

**Graphics Designer**

**Merrick Towle Communications**

Summer 2008 Internship

- Designed and implemented corporate branding portfolios, including logos, advertisements, business cards, and billboards.
- Performed market research for customer campaigns.

**INTERESTS**

Electronic Gadgets, Theatrical Lighting, Sketching, Cars, Cooking, Dogs, Yoga

**AVAILABLE FOR RELOCATION & TRAVEL**