

# KARIN RAY

650. 303. 2984  
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www.karinray.com

## OBJECTIVE

Creative services professional with background in interactive, educational, and installation design looking to obtain a position inspiring playful minds.

## EDUCATION

**CARNEGIE MELLON UNIVERSITY** Pittsburgh, PA  
Masters in Entertainment Technology: 2006-2008  
Cross-disciplinary graduate program with focus on interactive experience design

**UNIVERSITY OF FLORIDA** Gainesville, FL  
BFA Electronic Inter-media, cum laude: 2002-2006  
Fine Art study of time-based and digital media  
Specialized in video, sculpture, installation, and serigraphy

## PROJECT EXPERIENCE

**Creative Services Contractor**, Self Employed, San Mateo, CA -- 2009, January- present

- Clients include: Gazillion Entertainment, Sun Microsystems, Evil Genius Designs, and First InSight
- Digitization and production services for online streaming video portal
- Preparation of corporate presentation materials from market research to graphic design and slide authoring
- Flash animation and custom artwork creation for casual games and promotional material
- Community management, PR and production services for casual alternate reality game in development
- Work presented at E3, PAX, and Indiecade

**Multi-Media Design Intern**, Entertainment Technology Center, Pittsburgh, PA –2008, June-September

- Researched new technologies
- Designed and updated interactive installations and interior motifs
- Organized and coordinated ETC showcase for the Cleveland Ingenuity Festival 2008

**Artist/Designer, ARx: Deep Sleep Initiative**, Entertainment Technology Center, Pittsburgh, PA –2008, Spring

- Semester long experiment to create a casual, self-sustainable alternate reality game (ARG)
- Runner up for Finalist Choice and Audience Choice Awards at IndieCade '09
- Developed multiple overlapping storylines and puzzle elements
- Designed and created 51 handmade journals that were distributed internationally
- Networked with ARG veterans to discuss potential ARG evolution

**Artist/Designer, Pillow Tree**, Give Kids the World, Pittsburgh, PA – 2007, Fall

- Worked in a team of six to provide end to end development production, fabrication, and installation of a complete location based entertainment experience
- Personal responsibilities included:
  - Created concept art, final 2D artwork, and to scale clay model for the concept package
  - Wrote original narrative and back story for the attraction
  - Directed all set dressing efforts post installation

**2D Artist/Texture Artist Intern, Immunology**, Entertainment Technology Center, Pittsburgh, PA –2007, Summer

- Created 2D backgrounds and textures for a mini-game and cinedome film about the human immune system
- Researched and organized a design document for a suite of games based on the workings of the immune system
- Incorporated detailed immunology research into gameplay that is both fun and educational

**Lead Artist, PuriFIGHTERS**, Siemens, Redwood City, CA –2007, Spring

- Worked on a team of six to create a casual flash game, PuriFIGHTERS, in conjunction with Walt Disney Parks and Resorts Online (WDPRO) for Disney's Spaceship Earth: Model City Arcade
- Collaborated with WDPRO's art director to design overall art style for the game
- Set art style direction and enforced rigorous quality standards to achieve a consistent and polished product.
- Collaborated with team to ensure that the art and gameplay worked together to deliver an educational message

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## RELATED EXPERIENCE

**Speaker, The Future of Interactive Technology for Peace Conference, Carnegie Mellon University, Pittsburgh, PA –2008, Spring**

- Moderated a roundtable workshop to discuss how ARGs can be used to promote peace

**Teaching Assistant, Visual Story, Entertainment Technology Center, Pittsburgh, PA – 2007, Fall**

- Assisted students through editing, lighting, and camera workshops
- Provided creative support to Visual Story project groups
- Organized equipment and monitored labs

**Texture Artist/Producer, Building Virtual Worlds Class, Carnegie Mellon University, Pittsburgh, PA – 2006, Fall**

- Rapidly prototyped a total of 5 immersive experiences as part of 4 person teams
- 2 week development cycle for each experience with a different team for each cycle
- Artist: Created 2D art and textures for each experience
- Producer: Organized deliverables, scheduled meetings and timeline

**Substitute Art Teacher, Hogtowne Middle School, Gainesville, FL – 2004-05**

- Taught basic art concepts and skills to children age 11-14

**Volunteer Teaching Assistant, Orlando Museum of Art Summer Camp, Orlando, FL – 2000**

- Assisted teachers in teaching basic art concepts and skills to children age 5-9
- Conducted educational tours of the museum for camp attendees

## SKILLS

**DIGITAL:** Microsoft Office  
Perforce  
Final Cut Pro HD  
DVD Studio Pro  
Maya  
Adobe After Effects  
Dreamweaver CS3  
Photoshop CS3  
Image Ready CS2  
InDesign CS3  
Illustrator CS3  
Flash CS3

**FINE ART:** drawing  
sculpting  
sewing  
intaglio  
mono-printing  
metal casting  
book binding  
installation  
wood working  
pattern drafting  
serigraphy/silkscreen  
photography (digital, black & white)  
performance  
mold making (plaster, rubber,  
silica ceramic)

Experience with Java, ActionScript, and HTML