

Jason Monahan

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Jasonmonahan.com

EDUCATION

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, Pennsylvania

Expected: May 2018

Master of Entertainment Technology: GPA 3.79

Oregon State University, Corvallis, Oregon

Bachelor of Fine Arts, Digital Communication Arts

June 2013

PROFESSIONAL SUMMARY

I love to invent new ways to blend art and technology to enhance a story and make an experience memorable. My education has included themed entertainment design, rapid prototyping, theater design, video game design and video production.

RELEVANT EXPERIENCE

VR Experience Designer

Project for the City of Pittsburgh, Carnegie Mellon University–Pittsburgh, PA

August 2017-Present

- As a team, create a software prototype of what future virtual reality tools may look like for urban planners
- Focus on specific urban design interactions that can be enhanced by VR
- Conduct research and create site drawings of the real life streets our prototype is based on

Woodshop Teaching Assistant

Carnegie Mellon University–Pittsburgh, PA

August 2017-Present

- Show students in the Building Virtual Worlds class how to use woodshop and rapid prototyping tools
- Supervise the use of our woodshop, prop room and paint/fabrication room
- Help students iterate their ideas as they refine their designs

Set Fabricator/Show Systems Designer

Themed Entertainment Design Studio Class, Carnegie Mellon University –Pittsburgh, PA

January-May, August-December 2017

- As a team, develop from concept to installation interactive installations on the CMU campus
- Create quick proof of concepts of special effects and illusions to determine feasibility of designs
- Build physical set pieces and interactive props using wood working tools and laser cutters
- Work with other students and instructors to maintain a schedule and adhere to a budget
- Design and install all AV systems and video assets

Experience Designer

Project for Give Kids the World, Carnegie Mellon University–Pittsburgh, PA

January-May 2017

- As a team, designed a high quality interactive experience for kids visiting the Give Kids the World Village
- Documented all aspects of the implemented design for maintenance staff
- Participated in creative and technical brainstorming sessions
- Assembled animated sequences from animator and sound designer assets
- Focused on accessibility and how guests interact with technology
- Created a quick mock-up of the full scale Pillow Tree installation

Broadcast Engineer

Oregon State University–Corvallis, OR

January-June 2015

- Assisted with the installation and integration of studio equipment for new on-campus TV and radio studios
- Documented manufacturer training sessions for our internal training videos
- Created an interactive training manual using iBooks software for the iPad for new students
- Provided support for all TV and radio productions and installation crews

Disney College Program Attractions Cast Member

Walt Disney World Resort–Lake Buena Vista, FL

August 2013-January 2014

- Interacted with theme park guests providing any assistance needed to make their visit more magical
- Presented narration in front of guests to provide safety information and expand on the back-story
- Operated all ride control systems while ensuring their safe operation