

LAUREN PLATT

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HONORS

2023 Silver Telly Award –
Non-Broadcast Student Film

**2022 Themed Entertainment
Association Thea Award** for
Outstanding Achievement in
Attractions – Level99

SKILLS

Themed Entertainment Design
Live Entertainment Production
Leadership + Project Management
Vendor/Client Management
Oral/Written Communication
Collaboration/Interpersonal Skills
Documentation
Lighting Design
Toy Product Design

ENGINEERING SKILLS

Design Engineering
Rapid Prototyping + Play Testing
3D Modeling + 3D Printing
Laser Cutting
Soldering
Woodworking + Metalworking
Fabrication + Manufacturing
Robotics/Animatronics

TOOLS

3D Modeling: SOLIDWORKS,
Fusion 360, SketchUp,
Envisioneer 10 CADD, Maya,
Substance 3D Painter

2D Modeling: SOLIDWORKS,
CADRA CADD, Adobe Illustrator

Engineering: Arduino, Matlab

Business: Microsoft Office (Excel,
PowerPoint, Word)

Game Design: Unity

HOBBIES

CMU Theme Park Engineering
CMU Women in MechE
Ballroom Dancing
Glassblowing + Blacksmithing
Delta Phi Epsilon Sorority Alumna
Black Belt in Karate (National
Champion Competitor)

EDUCATION

Carnegie Mellon University (CMU) Pittsburgh, PA
Master of Entertainment Technology, GPA: 3.70/4.0 Expected 2024

Massachusetts Institute of Technology (MIT) Cambridge, MA
Bachelor of Science May 2022
Mechanical Engineering and Literature (Double Major)

EXPERIENCE

Universal Creative, Advanced Technology Interactives

Technical Intern – Research and Development | May - Aug 2023

- Innovated live entertainment interactive encounters for existing and future theme parks using cutting-edge technology and storytelling
- Led end-to-end creation of 2 robotics control system boxes: engineering design, sourcing components, fabrication including laser cutting and 3D printing, documentation, SOLIDWORKS 2D+3D drawing packages for future vendors, and creatively theming guest-facing shrouds
- Met strict deadlines for completion and potential installation in theme park
- Collaborated with cross-functional team and partners to uphold design standards and strategize on site technical integration
- Built, executed, and presented a high-level interactive mock-up review for a major established brand's IP, attended by key company executives

The Children's Museum of Pittsburgh / CMU Project

Hardware Engineer + Interactive Experience Designer | Jan - May 2023

- Researched, prototyped, play tested, and documented interactive storytelling methods for live entertainment museum events (50-100 guests at once): digital animation, physical props, and Arduino sensors
- Tested Arduino sensor audience interactions (RFID, arcade buttons, servo) and fabricated/laser cut durable guest-facing electronics housings
- Collaborated with a diverse, multi-disciplinary team of 5 other students and regularly engaged with clients to provide updates and get feedback

Level99 (Thea Award Winner)

Mechanical Engineering Interactive Experience Design Intern | Jan 2019, Jun - Aug 2019, Jun - Aug 2022

- Led end-to-end creation of challenge rooms: blue sky concepts, pitching to all 20 employees and CEO, rapid prototyping, play testing and refinement, cross-department collaboration, engineering design, SketchUp 3D modeling, final vendor production plans, and documentation
- Directed 3 original concepts to final production, amassing 175,000+ total play cycles in 1 year; 1 room was second most played of 40+ rooms
- Proactively redesigned rooms to address maintenance, durability, life safety, and guest satisfaction for tens of thousands of future play cycles

MIT Next Haunt – Haunted House / Escape Rooms

Executive Board: Puzzle and Build Teams | Jun 2020 - Nov 2021

- Created immersive interactive haunted house/escape rooms with live scare actors: a physical 2-story experience and a virtual "The Nightmare Before Christmas" experience in Minecraft, engaging 700+ players total
- Managed concept to installation with an executive board of 10, wrote backstories and guest roles, blue sky brainstormed/prototyped/play tested/built interactive team puzzles, organized volunteers, and ensured Environmental, Health & Safety compliance