Marissa Doerger

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Education

Carnegie Mellon University- Entertainment Technology Center (ETC)- Pittsburgh, PA Master of Entertainment Technology

August 2018-**Expected Graduation**

University of Louisville- Louisville, KY

May 2020 August 2012-

Bachelor of Arts in Biology with a minor in Studio Art

May 2016

Projects

Building Virtual Worlds- Artist and Producer- ETC

September 2018-December 2018

- Collaborated with teams to develop and iterate a virtual experience in two weeks
- Designed for the HTC Vive, Meta II, and Phidgets Platforms
- Created 3D models, animated, textures, skyboxes, and physical props
- Organized and lead meetings, processed feedback information, and communicated information to the team and on behalf of the team

Visual Story- Producer- ETC

September 2018-

- Studied visual elements including composition, tone, line, and pattern through observing and crafting visual media
- December 2018

• Acted, created and organized props, drew storyboards, and edited raw footage

Kentucky Science Center- Cardboard Corral

October 2016-

Developed programming promoting early childhood education and created 10 interactive displays based on monthly themes

August 2017

Relevant Work Experience

Kentucky Science Center (KSC)

September 2017-

August 2018

Offsite Programs Specialist- Louisville, KY

- Communicated program details with clients and science center staff; composed and edited curricula; and maintained, organized, and prepared supplies for programs outside of the science center on a weekly basis
- Presented programs designed to promote science literacy and next generation science learning on 10 specific subjects and an assortment of client-selected subjects to Kentuckians of all ages at schools, libraries, and community centers 2-3 times a week
- Cultivated programs outside of the science center including camps three times a year, science expos once a week, and science enrichments 2-3 times a week

Educator- Louisville, KY

May 2016-August 2017

- Facilitated organized programs and activities weekly to engage audiences of all ages with to increase STEAM education in Kentucky
- Enhanced visitor experience on a daily basis by providing impromptu, personalized activities based on visitors' needs and interests
- Designed 2-3 theme-based activities for monthly playdate programs designed for children under the age of four and their parents
- Operated hands-on, simulated space missions through the Challenger Learning Center on a monthly basis

Skills

- Technical- Maya, Photoshop, Unity
- Art- Painting, drawing, fiber, maker, photography, woodshop

Activities

• Youth Swim Coach, Occasional Baker, Bibliophile, Art Museum Enthusiast