

# Jason Monahan

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## EDUCATION

**Carnegie Mellon University**, Entertainment Technology Center, Pittsburgh, Pennsylvania  
Master of Entertainment Technology

May 2018

**Oregon State University**, Corvallis, Oregon  
Bachelor of Fine Arts, Digital Communication Arts

June 2013

## PROFESSIONAL SUMMARY

I'm a storyteller with a passion for both the technical and artistic sides of telling a story, and have done so on more than 600 productions and events. Now I am looking for internships within the Themed Entertainment industry so I can use my storytelling skills to create memorable experiences for guests.

## EXPERIENCE

### Operations Assembler at Google

March 2016-May 2016

Adecco Group-The Dalles, OR

- Disassembled broken or failed hardware equipment and replaced parts per defined process
- Assembled/disassembled and populated/depopulated equipment racks

### Broadcast Engineer, Temporary Six-Month Project

Oregon State University-Corvallis, OR

January 2015-June 2015

- Helped transition Orange Media Network into a modern digital production facility focused on the collaboration of different media
- Created a 1,200-page interactive multimedia training book for studio equipment, using iBook software for the iPad
- Assisted with the setup, user configuration, operation, troubleshooting, training and maintenance of studio equipment
- Collaborated with other professional staff and students to assist with projects as we transition to a new studio facility
- Led training workshops for new students for our in-studio and checkout production equipment

### Audio/Visual Manager

Five-Star AudioVisual-Stevenson, WA

September 2014-January 2015

- Managed technicians in the setup and operation of equipment for corporate events and weddings
- Communicated event requirements and schedules with both technical and non-technical personnel
- Identified and addressed technical issues without direct supervision and responded to client requests

### Disney College Program Attractions Cast Member

Ellen's Energy Adventure & Space Mountain, Walt Disney World Resort-Lake Buena Vista, FL

August 2013-January 2014

- Greeted guests as they entered, answered their questions in a professional manner and helped them board the attraction
- 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

## ACADEMIC PROJECTS

### Building Virtual Worlds, Artist

Carnegie Mellon University, Entertainment Technology Center-Pittsburgh, Pennsylvania

September-December 2016

- In a rotating team of five create a playable game every two weeks
- Create 3D models, textures and animations for props and characters
- Use iterative design techniques to quickly prototype and improve our game

### Lead 3D Modeler & Animator

Game Development Class, Oregon State University-Corvallis, OR

April-June 2012

- Created asset tracking lists and maintained files from modeling team and presented progress to development team
- Modeled and animated game elements based on concept artist's designs
- Assisted with motion capture sessions and marker placement

## PERSONAL PROJECTS

### Murphy's Revenge

September 2015-January 2016

- Mixed reality game using a Pepper's Ghost effect to make a character appear to be interacting with physical objects
- Unity/Arduino integration allows character to turn on lights, move objects and trigger effects

### Interactive Water Sculpture

October-December 2015

- Addressable LED lights placed in nearby flower beds react to how guests pour water down a series of bamboo paths
- Sensors placed on water wheels at the end of each path react to the flow of water and change the color of the lights