

# LAUREN PLATT

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## SKILLS

3D modeling + 3D printing  
Thermoforming  
Laser cutting  
Computer Aided Manufacturing  
CNC milling  
Soldering  
Robotics

## TOOLS

Fusion 360  
SketchUp  
Maya  
Substance 3D Painter  
Illustrator  
Unity  
Matlab  
Arduino

## HONORS

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

## CERTIFICATES

Disney Institute

- Disney's Approach to Leadership Excellence
- Disney's Approach to Quality Service
- Disney's Approach to Employee Engagement

## HOBBIES

Glassblowing  
Blacksmithing  
Fire spinning  
Ballroom dance  
Black belt in karate  
Delta Phi Epsilon sorority alum

## EDUCATION

Carnegie Mellon University (CMU) Pittsburgh, PA  
*Master of Entertainment Technology* Expected 2024

Massachusetts Institute of Technology (MIT) Cambridge, MA  
Bachelor of Science May 2022

- Mechanical Engineering and Literature

## EXPERIENCE

### 3D Artist

*CMU Building Virtual Worlds | Aug 2022 – Present*

- Modeled, textured, rigged, and animated 3D assets for Tobii Eye Tracker 5, Quest 2 virtual reality, Quest 2 augmented reality games using Maya, Substance 3D Painter, and Unity

### Project Engineer Intern

*Level99 | 2019 + 2022*

- Led challenge room designs through concept design, pitching to entire company of 20 people and CEO, mock up, playtesting and refinement, engineering design and 3D modeling, and pushing final plans to vendor for production
- Successfully led three original concepts through to final production, totaling over 175,000 total plays in one year and with one room being the second most played room out of over forty rooms in the venue
- Redesigned existing rooms to address maintenance issues and ensure durability and reliability as well as player safety and satisfaction for tens of thousands of future plays

### Animatronics Design Engineer

*Animatronics Workshop | Jun – Aug 2021*

- 3D modeled and 3D printed robotic parts like motor attachments for middle schoolers to use to create their own animatronics for humanities classes using accessible materials

### Toy Design Engineer

*MIT Toy Product Design | Feb – May 2019*

- Created an original electronic toy, following the design process including ideation, mock up, playtesting, and presenting a final product to an audience of over 500
- Soldered circuitry, thermoformed game pieces and controllers, assembled and painted final product