

Lori Kipp

Experience Designer

A kid-at-heart with a background in engineering, a passion for creative storytelling, and a healthy relationship with caffeine

Personal Info

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- Pittsburgh, PA
Willing to relocate

Skills

3D Modeling/CAD

Solidworks Inventor
Creo Pro/E 3DS Max

2D Art/Texturing

Sketchbook Photoshop
Substance 3D

Sound Design

Audition Audacity

Programming

Python C
Matlab Visual Basic

Other Software

MS Office Arduino

Fabrication/Prototyping

Mill Lathe
Woodwork Foamwork
Sewing Soldering
3D Printing Laser Cutting

Activities

Themed Entertainment Association (TEA)

2019 – Present

International Association of Amusement Parks and Attractions (IAAPA)

2019 – Present

CMU Kiltie Band

2017 – Present
VP of Marching 2021 – 22

Graduate Student Association

Representative, 2022 – 23

CovEducation Mentoring

2020 – 2022

Education

Carnegie Mellon University | Pittsburgh, PA
M.E.T. in Entertainment Technology | Exp. May 2023
B.S. in Mechanical Engineering | May 2021
Additional Major in Psychology, Minor in Robotics

University of Newcastle | NSW, Australia
Study Abroad Semester | Spring 2020
Callaghan Campus
CIS Abroad

Design Projects

Experience Designer & Producer, StoryStudio | CMU ETC *Spring 2023 - Present*

- Creating a tool to facilitate interactive storytelling at the Children's Museum of Pittsburgh by providing high school students with a platform to develop digital storytelling events
- Leading a team of six designers, engineers, and artists to complete the project in 14 weeks

Set and Theming Engineer, Little Big Engineers | CMU ETC *Fall 2022*

- Ideated, prototyped, fabricated, and performed an immersive location-based experience for the ETC 2022 Fall Festival with a team of five multidisciplinary students
- Designed and constructed interactive props, set pieces, and a two-person dragon puppet
- Iterated over room layouts, prop designs, puzzles, and story in response to playtest feedback

Experience Designer & Lead Hardware Engineer, WonderLab | CMU ETC *Spring 2022*

- Partnered with Give Kids the World to prescribe a technological platform and develop an interactive, 360-degree experience for children visiting the GKTW Village in Kissimmee, FL
- Served as lead hardware engineer and experience designer on a team of seven students

Producer & Sound Designer, Ghoster Coaster | CMU ETC *Fall 2021*

- Led a team of ten multidisciplinary students to ideate, design, and develop a multi-person, interactive minecart adventure in the CAVE (Cave Automatic Virtual Environment)
- Demonstrated final experience live for in-person guests at the ETC 2021 Fall Festival

Mechanical Designer/Project Lead, Adjustable Rock Climbing Wall | Personal *Summer 2020*

- Designed, drafted, and built a free-standing 75 sq. ft. adjustable wooden rock climbing wall
- Performed SolidWorks FEA simulation on the preliminary CAD model to test displacement

Work Experience

Head Teaching Assistant (Building Virtual Worlds) | CMU ETC *Fall 2022*

- Advised and assisted first-year masters students in developing highly interactive, story-driven games and experiences for VR, AR, MR, and location-based environments
- Managed interdisciplinary teaching team over several 2-week project sprints
- Led conflict resolution, project organization, production, and communication workshops

Soft Goods Fabrication Intern | Animax Designs *Summer 2022*

- Patterned and constructed several life-sized walkaround character costumes, animatronic skins, and puppet exteriors for clients in the themed entertainment industry
- Designed and built a custom hand and rod axolotl puppet with a team of 12 other interns

3D Artist | CMU ETC Faculty Studio *Summer 2021*

- Generated concept art and various 3D art assets for a cybersecurity PC game set on Mars
- Designed, modeled, unwrapped, and textured multiple stages of Martian habitation blocks, solar panels, and wind turbines, to be implemented by our programming team in Unity

New Product Development & Mechanical Engineering Intern | Xylem Inc. *Summer 2019*

- Developed new safety bracket design for coupling guards resulting in simplified fabrication, fewer unique assemblies (102 to 13), and reducing overall guard weight by 50%
- Updated instruction manual renderings and created assembly guide for coupling guard kits

Small Cells Intern: Mechanical | Nokia *Summer 2018*

- Wrote an Excel tool to calculate the optimal fin spacing for convection-cooled heatsinks
- Designed and modeled parts for Nokia's "Mission to the Moon" exhibit at TEDx Naperville
- Won the Intern Robotics Challenge sponsored by the Technology Leadership Council (TLC)