

Garrett Parrish

Creative and Technical Direction

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www.garrett Parrish.com

EDUCATION

Massachusetts Institute of Technology, Joint B.S. Computer/Mechanical Engineering, Minor in Music/Theater **Expected 2017**
Harvard University, Studied Computer Science and Theater for one year before transferring. **2013-2014**

CREATIVE AND TECHNICAL DESIGN

Walt Disney Imagineering, Show Production Studio, Show Systems Engineering **2016-Present**
Developed technical requirements and designs to realize the show's creative vision and to provide seamless show presentation.
Supported creative mock-up design, fabrication, programming, and testing for various prototype and in-field projects.
Designed testing plans for equipment, carried out technical research proposals, and further supported systems testing for shows.

MIT Media Lab, Opera of the Future: Entertainment Technology Research, Cambridge, MA **2012-2016**
Death and the Powers Global Simulcast, Dallas Winspear Opera House **2013-2014**
Directed the creative development and technical design of global simulcast live-streamed mobile companion application.

LUCERNE FESTIVAL Young Performance: "Fensadense", Lucerne Music Festival **2014-2015**
Served on creative team through entire production process: music direction, production design, and lighting design.
Assistant production managed world premiere show and assisted with design and preparation for European tour.

City Symphonies, Detroit MI, Lucerne CH **2014-2015**
Directed the creative development and technical design of mobile apps used in large-scale city musical collaboration projects.

MIT Museum Studio, Creative and Technical Design, Cambridge, MA
Otto Piene Robotic Light Ballet, MIT Otto Piene Memorial **2014**
Designed lighting and choreography for show and directed the technical systems design for robots part of ballet.

Luminescence, MIT Museum Studio **2015-2016**
Imagined, designed, fabricated, and programmed bioluminescence-inspired interactive flooring. Currently on display.

CREATIVE AND TECHNICAL LEADERSHIP

DoneGood, Cambridge, MA **2014-Present**
Co-founded and served as Chief Technology Officer for new search and rating platform for businesses based on social values.
Designed technical architecture, implemented initial system, and led further product development for mobile and web products.

"Symmetry Breaking", Harvard University Dance Department **2014**
Creatively and technically directed the incorporation of projection systems throughout dance show and interactive installation.

E33 Productions, MIT, Cambridge, MA **2015-2016**
Production managed and designed/installed lighting for MIT's private production company: shows, conferences, and other events.

Enigma Studios, New York, NY **2015-Present**
Founded and currently direct family production studio: animation, music production, product design, and show/story writing.

MUSICAL EXPERIENCE

MIT and Harvard Music Departments, Lexington, MA **2014-2016**
Musical performer in various ensembles. Student arranger and assistant band conductor/director. Musical assistant for productions.
Recipient of the Emerson Scholarship and Arts Scholarship. Studied with various faculty at NEC, Harvard, Berklee, and MIT.

Freelance Drummer and Percussionist, New England Area **2009-Present**
Currently play professionally as a drummer and percussionist for jazz, pop, and theater. www.garrett Parrishmusic.com

RELATED SKILLS

Design: Solidworks, Vectorworks, AutoCAD, Matlab, MasterCAM, Photoshop, Illustrator, Lightroom, Sketchup, Sketching.

Production: Lighting (rigging, DMX, ArtNet), OSC, Networking, MIDI, Logic Pro X, Reaper, Max/MSP, Kontakt, Audio, Projection.

Software: C/C++, Java, Python, HTML/JS/CSS, Databases, Mobile SDK, Real-time Systems, Linux, Serial, Architecture, Testing.

Electronics: Wireless Systems, Bluetooth, Radio, Rack Design, Microcontrollers, Sensors, PWM, LEDs, Power Systems.

Mechanical: Laser-Cutter, Lathe, Mill, Water-Jet, CNC, 3D Printing, Sculpting, Basic Woodworking/Metalworking, Modelmaking.