

AKIVA KRAUTHAMER, MEDIA AND INTERACTIVE TECHNOLOGY DESIGNER

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EDUCATION

BFA, Carnegie Mellon University School of Drama, 2016
Major: Theatrical Media Design
Minor: Physical Computing

SKILLS

SOFTWARE	OpenFrameworks, Unity 3D, Processing, Java, Python, Solidworks, Grasshopper, AutoCad, Sketchup, Resolume, Touch Designer, Millumin, Premier Pro, After Effects, Photoshop, Blender, Maya.
REALITY COMPUTING	Rapid prototyping, virtual reality, augmented reality, motion capture, 3D capture.
FABRICATION	Carpentry, welding (MIG/TIG), basic electronics, Arduino, Raspberry Pi, CNC (laser cutter, 3D printer, CNC router), model making, hand drafting.
THEATRE PRODUCTION	Media design, lighting design, production management, scriptwriting, directing.
ADDITIONAL SKILLS	Video game design and development, user interface design, project management, videography, video editing.

EXPERIENCE

2016	<ul style="list-style-type: none">Media Designer, <i>Bob and Dave and Ren</i>, CMU School of Drama
2015	<ul style="list-style-type: none">Asst. Media Designer, <i>Much Ado About Nothing</i>, CMU School of DramaTechnical Producer, <i>Bat Boy</i>, Youth Experimental Theatre InstituteMedia Engineer, <i>The Wiz</i>, CMU School of DramaWriter/Director, <i>Where Did all the Whimsy Go?</i>, CMU School of Drama, Playground: A Festival of Independent Student WorkMedia Designer, <i>Hollow</i>, CMU School of Drama, CMU School of Drama, Playground: A Festival of Independent Student Work
2014	<ul style="list-style-type: none">Media Designer, <i>Fool for Love</i>, CMU School of DramaAssistant Media Designer, School of Drama Centennial Event, CMUVideo Assistant, <i>The Glass Menagerie</i>, CMU School of DramaMedia and Lighting Design Intern, Stageworks, Vashon Island, WA
2013	<ul style="list-style-type: none">Video Assistant, <i>Alice in Bed</i>, CMU School of DramaSound Technician, <i>Godspell</i>, Youth Theatre Northwest
