

Margaret M. MacDonald

Immagination.com Margaret@immagination.com

0406 755 559

Education

New York University – Bachelor of Arts in Design Studies, 2003

Design & Production Experience

Production Designer <i>Hounslow</i>	Sydney, <i>Cardia Films</i> - 2011
Set and Costume Designer <i>Grace and Redemption</i>	Sydney, <i>Devil May Care Theater</i> - 2010
Production Designer <i>Abbie</i>	Sydney, <i>MetroScreen</i> - 2010
Art Director <i>The Boy Who Couldn't Speak</i>	Sydney, <i>Independent Production</i> - 2009
Production Designer <i>Passengers of 7D</i>	New York, <i>Independent Production</i> - 2008
Prop Designer <i>The Jack or Tarts</i>	New York, <i>La Mama Experimental Theater</i> - 2008
Production Designer <i>The Waiting Room</i>	New York, <i>Vibha Gulati Productions</i> - 2007
Set Designer <i>Suddenly Summer Show</i>	New York Tour, <i>Banana Productions Inc.</i> - 2007
Set Designer <i>Gallatin Arts Festival 2005</i>	Gallatin College, <i>New York University</i> - 2005
Prop Designer <i>She's Got An Atomic Bomb</i>	New York, <i>8Bit Productions</i> - 2004
Production Designer <i>Junk Food</i>	New York, <i>New York Film Academy</i> - 2003
Set Dresser <i>The Statue</i>	New York, <i>The Fringe Festival</i> - 2003
Set Designer <i>Brilliant Traces</i>	Gallatin Theater Troupe, <i>The Producers Club</i> - 2003

Work Experience

Exhibition Project Officer – The Australian Museum	Sydney - Present
<ul style="list-style-type: none">• Coordinate building and refurbishment projects for new public spaces• Facilitate communication between outside architects, contractors and museum staff• Oversee the design and production process as well as maintain all records	
Exhibition Design Construction Coordinator – Whitney Museum of American Art	New York, 2008 - 2009
<ul style="list-style-type: none">• Assisted Head Exhibition Designer with the design, drafting, construction and installation of each show• Coordinated purchases of materials for construction, as well as scheduled contractors and carpenters• Fulfilled design and construction needs of the museum's administrative offices	
Architectural Design Assistant – GP Incorporated Design Consulting	New York, 2008
<ul style="list-style-type: none">• Created design development drawings and scale models for new projects• Researched and shopped for all hardware and materials throughout design and construction• Handled all purchases, client billing and monthly accounting reports	
Architectural Model Maker, and Project Assistant – Ferguson & Shamamian Architects	New York, 2003 – 2007
<ul style="list-style-type: none">• Used foam core, illustration boards, decorative papers, modeling clay, various woods and plastics• Experienced using a Versa Laser VL200 desktop laser cutter• Hand rendered elevations and details• Printed and prepared drawings, photographs and renderings for client presentations• Assisted the Interior Design department with material sourcing and records management• Updated and organized product literature library and met with vendors to renew product information	

Skills

Personal

- Extremely organized and great at budgeting time
- Excellent at communicating with many different groups and coordinating tasks
- Patient and graceful under pressure
- Creative and efficient at problem solving
- Great at maintaining a positive attitude

Technical

- Windows and Mac operating systems
- Adobe Photoshop, Adobe Illustrator
- AutoCAD 2000 – 2010
- Google Sketch-up
- Film and digital photography and related software
- Financial records management software

Production

- Production design from conception through production for film, television and theater
- Shopping and resourcing for productions
- Custom prop building and specialty items
- Set Construction
- On-set assistance and standby props
- Art department budget drafting and scheduling
- Set photography and production stills
- Graphic design and concept illustration
- AutoCAD drafting and rendering
- Scale model building