

# Margaret M. MacDonald

0406 755 559 Margaret@immagination.com

## Education

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

## Design & Production Experience

Art Director <i>Passengers of 7D</i>	New York, Independent Production - 2008
Prop Designer <i>The Jack or Tarts</i>	New York, La Mama Experimental Theater - 2008
Production Designer <i>The Waiting Room</i>	New York, Vibha Gulati Productions - 2007
Set Designer <i>Suddenly Summer Show</i>	New York Tour, Banana Productions Inc. - 2007
Set Designer <i>Gallatin Arts Festival 2005</i>	Gallatin College, New York University - 2005
Prop Design <i>She's Got An Atomic Bomb</i>	New York, 8Bit Productions - 2004
Production Designer <i>Junk Food</i>	New York, New York Film Academy - 2003
Set Dresser <i>The Statue</i>	New York, The Fringe Festival - 2003
Set Dresser <i>Spike Heels</i>	Student Production, The Producers Club - 2003
Set Designer <i>Brilliant Traces</i>	Gallatin Theater Troupe, New York University - 2003
Production Designer <i>Gray Sky Mornings</i>	Los Angeles, Zachary's Playground - 2002

## Work Experience

Exhibition Design Coordinator – Whitney Museum of American Art New York, 2008 - 2009

- Assisted Head Exhibition Designer with the design, drawing, construction and installation of each show
- Facilitated communications between all the related design and curatorial departments
- Coordinated purchases of materials for construction, as well as scheduled contractors and carpenters
- Fulfilled design and construction needs of the museum's administrative offices
- Understood that art can be more demanding than people

Architectural Design Assistant – GP Incorporated Design Consulting New York, 2008

- Created design development drawings and scale models for new projects
- Researched and shopped for all hardware and materials throughout design and construction
- Facilitated all communication between clients and contractors
- Handled all purchases, client billing and monthly accounting reports
- Learned how to calm clients down better than Prozac

Architectural Model Maker – Ferguson & Shamamian Architects New York, 2005 – 2007

- Used foam core, illustration boards, decorative papers, modeling clay, various woods and plastics
- Experienced using a Versa Laser VL200 desktop laser cutter
- Learned to appreciate the little things

Project Manager's Assistant – Ferguson & Shamamian Architects New York, 2003 – 2005

- Printed and prepared drawings, photographs and renderings for client presentations
- Assisted the Interior Design department with material sourcing and records management
- Maintained drawing file and archive system as well as several records databases
- Updated and organized product literature library and met with vendors to renew product information
- Learned that architecture is 10% design and 90% paperwork

## Skills

### Personal

- Extremely organized and great at budgeting time
- Excellent at communicating with all types of people
- Patient and graceful under pressure
- Creative and efficient at problem solving

### Technical

- Windows and Mac operating systems
- Photography (film and digital) and related software
- Adobe Photoshop, Adobe Illustrator
- AutoCAD 2000 – 2007, Google Sketch-up

### Production

- Carpentry and set building
- Set painting and detailing
- Prop and scale model building
- Working knowledge of lighting techniques
- Experience working with limited budgets
- Extensive knowledge of shopping resources

\* Valid 457 Work Visa – References upon Request