

# Margaret M. MacDonald

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## Education

New York University – Bachelor of Arts, 2003

## Writing Awards and Placements

**Winner, Sci-Fi/Action Genre Award** - The Screenwriting Expo Screenplay Competition, 2009

**Finalist** - The Movie Deal Screenplay Contest, 2008

**Finalist** - The Great American Screenplay Competition, 2008

**Finalist** - The Paranoia Horror and Sci-Fi Convention, 2009

**Finalist** - The Beverly Hills Film Festival, 2009

**Quarterfinalist** - The Big Bear Lake International Film Festival, 2009

**Semi Finalist** - The NexTV Writing and Pitch Competition, 2010

## Writing Experience and Involvement

**Guest Contributor and Logline Judges Panel Member** - The Story Department.com, 2010 - Present

**Script Reader** – In the Raw, Dungog Film Festival, 2011

**Agenda Manager** – Sydney Screenwriters Meet-up Group, 2010 – 2011

**Blogger** – Marglish.com, 2009, Present

## Work Experience

### **Exhibition Project Officer – The Australian Museum**

Sydney - Present

- Coordinate building and refurbishment projects for new public spaces
- Facilitate communication between outside architects, contractors and staff
- Oversee the design and production process as well as maintain all records
- Learn something new about Australian natural history almost every day

### **Freelance Production Design for Film and Theater – Various Productions**

Sydney - Present

- Design and build sets for independent film and theater productions
- Purchase props and set dressing within limited budgets
- Coordinate production schedules and art department assistants
- Build beautiful sets on impossible budgets

### **Exhibition Design Construction 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 schedule 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 and Project Assistant – 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
- 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

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