

Margaret M. MacDonald

Immagination.com Margaret@immagination.com
AU +61 406 755 559 US +1 310 601 8372

Education

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

Design & Production Experience

Set and Costume Designer *Grace and Redemption*

Production Designer *Abbie*

Production Designer *Eternally Yours*

Art Director *The Boy Who Couldn't Speak*

Production Designer *Passengers of 7D*

Prop Designer *The Jack or Tarts*

Production Designer *The Waiting Room*

Set Designer *Suddenly Summer Show*

Set Designer *Gallatin Arts Festival 2005*

Prop Designer *She's Got An Atomic Bomb*

Production Designer *Junk Food*

Set Dresser *The Statue*

Set Dresser *Spike Heels*

Set Designer *Brilliant Traces*

Production Designer *Gray Sky Mornings*

Sydney Premier, *Devil May Care Theater* - 2010

Sydney Australia, *Independent Production* - 2010

Sydney Australia, *CayMox Entertainment* - 2010

Sydney Australia, *Independent Production* - 2009

New York, *Independent Production* - 2008

New York, *La Mama Experimental Theater* - 2008

New York, *Vibha Gulati Productions* - 2007

New York Tour, *Banana Productions Inc.* - 2007

Gallatin College, *New York University* - 2005

New York, *8Bit Productions* - 2004

New York, *New York Film Academy* - 2003

New York, *The Fringe Festival* - 2003

Student Production, *The Producers Club* - 2003

Gallatin Theater Troupe, *New York University* - 2003

Los Angeles, *Zachary's Playground* - 2002

Work Experience

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

- 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

- 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 – 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
- Hand rendered elevations and details

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
- 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 – 2009
- 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