

Garrett Parrish

**Mechanical and Computer Engineering
with Focus on Creative Design and Control Systems**

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SUMMARY

Cross-disciplinary engineer and creative designer with a rigorous technical training, extensive industrial project experience, and unique creative skills looking to build products and design experiences that use technology in unique and important ways.

EDUCATION

Massachusetts Institute of Technology, Joint B.S. Mechanical/Computer Engineering, Minor in Music/Theater **2014-2017**
Harvard University, Studied Computer Science and Theater for one year before transferring. **2013-2014**

TECHNICAL SYSTEMS DESIGN AND ENGINEERING

Walt Disney Imagineering, Show Design and Production, Show Systems Engineering, Glendale, CA **2016**
Developed electronic and show control systems requirements and designs to provide seamless show presentation.
Supported mock-up design, fabrication, programming, and testing for various prototype and in-field projects.
Designed testing plans for equipment, carried out technical research proposals, and further supported systems testing for shows.

MIT Media Lab, Opera of the Future: Entertainment Technology Research, Cambridge, MA **2012-2016**
LUCERNE FESTIVAL Young Performance: "Fensadense", Lucerne Music Festival **2014-2016**
Designed software, lighting, sensing, and interaction systems for hour-long children's interactive hyperinstrument piece.
Assisted with technical, production and design preparations for world premiere show and for European tour.

City Symphonies, Detroit MI, Lucerne CH **2014-2015**
Designed and implemented a series of mobile applications for use in large-scale city-wide musical collaboration projects.

Death and the Powers Global Simulcast, Dallas Winspear Opera House **2012-2014**
Designed and implemented global software control system for audience participation mobile application and stage control.
Audience reach of over 10,000 for simulcast show. Production budget of over 750k.

MIT Museum Studio, Creative and Technical Design, Cambridge, MA
Otto Piene Robotic Light Ballet, MIT Otto Piene Memorial **2014**
Designed and implemented mechanical, electrical, and control systems for intricate robotic light ballet honoring Otto Piene.

Luminescence, MIT Museum Studio **2015-2016**
Imagined, designed, fabricated, and programmed bioluminescence-inspired interactive flooring.

littleBits Electronics, New York, NY **2014**
Carried out ideation and development of mechanical and electrical design concepts for new electronics modules and kits.

BMUSE Studio, New York, NY **2014**
Worked on industrial, mechanical, and experience design for several new products and experiences.

Ocean Acoustical Services and Instrumentation Systems, Inc, Lexington, MA **2013**
Designed, fabricated, programmed, and tested a new ultra-quiet AUV propulsion system and accompanying test vehicle.

MIT Edgerton Center, Cambridge, MA **2013**
Imagined, designed, and created two autonomously controllable spherical robots and their control systems.

LEADERSHIP

DoneGood, Cambridge, MA **2014-Present**
Co-founded and served as Chief Technology Officer for new search and rating platform for businesses based on social values.
Designed technical architecture, implemented initial system, and led further product development for mobile and web products.
Platform currently used by over 15,000 users with daily reach of over 5000. Raised over 300K in capital investment.

Strum, MIT's 2.009: Product Engineering Process Class, Cambridge, MA **2016**
Served as head of technical architecture and personnel for capstone mechanical engineering course project. See [here](#) for details.

SKILLS

Design: Solidworks, Vectorworks, AutoCAD, Matlab, MasterCAM, Photoshop, Illustrator, Sketchup, Rhino, Sketching.
Software: C/C++, Java, Python, HTML/JS/CSS, Databases, Mobile SDKs, Real-time Systems, Linux, System Architecture, Testing.
Electronics: Wireless Systems, Bluetooth, Radio, Rack Design, Microcontrollers, Sensors, PWM, LEDs, Power Systems.
Mechanical: Laser Cutter, Water Jet, 3D Printing, Woodworking/Metalworking, Modelmaking, Mill, Lathe, CNC, Sculpting.
Production Control: Lighting Systems, Show Control Protocols, Networking, Live Audio, Projection and Video Routing and Control.
Music: Ten years of drumming and arranging for jazz and popular music. Currently play professionally. www.garrettpparrishmusic.com