

Garrett Parrish

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Summary: Cross-disciplinary engineer and designer with significant technical design training, project experience, and creative skills looking to design immersive and reflective spaces, exhibits, shows, and experiences.

DESIGN EXPERIENCE

Walt Disney Imagineering, Show Design and Production

Show Design and Production Intern, Glendale, CA, 2016

- Assisted with design, planning, and development of technical systems for new guest areas, ride interiors, attractions, and shows.
- Supported concept development, mock-up design, and fabrication for various prototype and in-field projects.
- Coordinated across architecture, interiors, construction, engineering, and creative departments to ensure seamless show presentation.

MIT Media Lab, Opera of the Future

Undergraduate Researcher/Designer, Cambridge, MA, 2012-2016

Dubai World Expo 2020: Empathy Pavilion (2015-2016)

- Participated in conceptual brainstorming and design for Empathy Pavilion building and interior experience.

Lucerne Festival Young Performance: "Fensadense" (2015)

- Designed set, production layout, lighting, and sensing/interaction systems for hour-long children's interactive hyperinstrument piece.

"Death and the Powers" Global Simulcast (2012-2014)

- Worked on production design and audience participation systems for simulcast technologically-enhanced robotic opera.

City Symphonies, Detroit MI, Lucerne CH (2014-2015)

- Designed and wrote mobile applications (20k+ users) for use in large-scale city-wide musical collaboration projects.

MIT Museum Studio

Creative and Technical Designer, 2014-2017

"Sparks of Hope: An Epic Spectacular" (2016-2017)

- Currently designing and producing nighttime architectural installation exploring humanity and technology.

"Luminescence" (2015)

- Imagined, designed, and created bioluminescent interactive architectural flooring installation (currently at MIT Museum).

Otto Piene Lichtballet (2014)

- Designed lighting and choreography for intricate robotic light ballet installation and show honoring Otto Piene at MIT.

Design for America (MIT Chapter)

Design Director and Project Manager, 2013-2015

- Assisted various project teams with civil service technology and development projects on planning, design, and implementation.
- Served on executive board to plan events and strategy.

littleBits Electronics

Product Design Intern, New York, NY, 2014

- Carried out ideation and development of technical and creative design concepts for new electronics modules and kits.

EDUCATION

Massachusetts Institute of Technology

GPA 4.4/5.0 - Class of 2017, B.S. in

Mechanical Engineering (Production Design)

Harvard University, 2013-2014

Studied Anthropology and Visual and Environmental Studies for one year.

DESIGN LEADERSHIP

DoneGood

Co-Founder, CTO, 2012-2017

Designed product architecture and led product development for mobile and web products through first capital investment.

Strum (MIT 2.009 Class)

Served as product design and integration manager for guitar attachment that transcribes playing to tablature.

SKILLS

Visual and Spatial Design: Vectorworks, SketchUp, Solidworks, Adobe, Sketching, Drafting, Model Making, AutoCAD.

Business: Team Management, Strategy & Planning, Budgeting, Technical Specs, Public Speaking, Research, Pitching, Analysis.

Software: C/C++, Java, Python, Web, Databases, Mobile, Real-time Systems, Linux, System Architecture, Testing.

Electronics: Wireless Systems, Bluetooth, Rack Design, Microcontrollers, Sensors, PWM, LEDs, Power Systems, Radio.

Mechanical: Laser Cutter, Water Jet, 3D Printing, Woodworking/Metalworking, Modelmaking, Mill, Lathe, CNC.

Production: Lighting, Show Control Protocols, Networking, Audio, Projection and Video Control, Writing Specifications.

Music: Ten years as drummer, arranger, and composer for jazz and popular music.

Currently play and work professionally.

See more: www.garrettparrishmusic.com