

# Richard A. Marmura

Designer – Writer - Producer  
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## Objective

To obtain a spring internship (co-op) as a designer/writer in the themed entertainment industry.

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## EDUCATION

**Carnegie Mellon University**, Pittsburgh PA

Class of 2008

*Candidate: Masters of Entertainment Technology*  
Entertainment Technology Center

**University of Minnesota**, Minneapolis MN

Class of 2008

**Master of Fine Arts– Theatre Design/Technology**  
Set Design/Puppetry/Scenic Painting

*Unfinished Spring 2006*

**Westminster College**, New Wilmington PA

Class of 2005

**Bachelor's Degree**  
Theatre and Political Science

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## EXPERIENCE

### Give Kids the Worlds: Sweet Dreams

**Entertainment Technology Center** – *Project Team Member/Lead Designer*

Fall Semester 2007

- Working to create a unique, interactive and inclusive experience for *Give Kids the World Village*, a non-profit group in Kissimmee FL
- Creating concept art, models, environment art and writing script
- Working with *Bob's Space Racers* to fabricate final design

### Building Virtual Worlds

**Entertainment Technology Center** – Head TA (Teaching Assistant)

Fall Semester 2007

- In charge of coordinating TAs, students and technology for course
- Helped students in development cycle and design techniques

**Walt Disney Imagineering** - Glendale CA - *Creative Business Intern*

Summer 2007

- Menu Planning/Production Scheduling
- Blue Sky Research
- Game/Experience Testing
- Intern Canoe Team

### LBE (Location Based Entertainment) Studio

**Entertainment Technology Center** - *Project Team Member*

Spring Semester 2007

- Worked with 7 other team members to create unique and personalized Location Based Entertainment experiences
- Six distinct clients (museums, theatres and private institutions)
- Created art assets, technology prototypes and finished installations.

### Building Virtual Worlds

**Entertainment Technology Center** – *Texture Artist/Producer*

Fall Semester 2006

- Helped to design and (3 times Produce) five “virtual worlds”, spending two weeks or less per world.
  - Texture Artist responsibilities include asset generation and artistic
  - Producer responsibilities included running meetings, setting schedules, maintaining an effective pipeline, and supporting team members' roles.
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## SKILLS

- **Design Skills** – Set design, properties design, puppetry
  - **Game Designer** – designed a variety of games for graduate game design course; including computer, dice, card, “Adventure” (Dungeon’s and Dragon’s –esque) and board games
  - **Artist** – digital media, trained scenic painter, watercolor, pastels, charcoal, clay, wood
  - **Specialized Skills** – advanced carpentry, prop construction, welding (Arc, MIG and Gas)
  - **Computer Skills** - Microsoft Word, Excel and Power Point, Adobe Photoshop, Primavera Project Planner
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## Honors and Awards

- Walt Disney Imagineering Imagi-Nations Design Competition Finalist
- Dean's List – Westminster College
- Lambda Sigma (Sophomore Honor Society)
- Eagle Scout
- Mortar Board (Senior Honor Society)
- Omicron Delta Kappa (Leadership Society)
- Mary Kay Kennedy Theatre Award