

Andrew D. O'Rourke | Producer & Experience Designer

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(484) 332-8704

WORK EXPERIENCE

COMPUTER HISTORY MUSEUM, MOUNTAIN VIEW, CA

Educational Experience Design Consultant

Oct 2017 – Present

- Develop and prototype interactive educational experiences
- Create compelling content and curricula to provoke thoughtful discussion

THE WALT DISNEY COMPANY, BURBANK, CA

Creative Development & Production Intern, Walt Disney Imagineering (WDI)

Jun 2016 – Jan 2017

- Supported creative development and production of live experiences in Disney Parks worldwide
- Project managed \$1 million research & development technology project
- Developed & wrote concepts/show flows for interactive shows, gaming experiences in physical space and in VR, next-gen Character encounters, and nighttime spectacles

Video Producer, Disney Corporate Creative Resources

Apr 2012 – Jul 2015

- Worked as Producer/Director or cinematographer; also edited, graded, and animated
- Independently managed high-profile projects and clients while supporting corporate strategy
- Led editorial and technical execution of digital signage system at the Walt Disney Studios
- Led a pipeline restructuring and installation of two server systems
- Won 2 Silver and 1 Bronze Telly Awards for work on behalf of Disney
- Started as Video Production Intern in 2012 and was promoted in both 2013 and 2014

PROJECTS

Designer, Writer, and Producer, SweetTalk

Jan – May 2017

- Explored novel teaching relationships with AI afforded by natural language interactions in VR

Experience Designer, Writer, and Producer, Joule

Jan – May 2016

- Produced an educational game installation sponsored by Chevron about energy conservation

Creative Lead, Blue Sky Interactive Attraction Pitch, WDI Creative Entertainment

Jul 2016 – Jan 2017

Show Writer/Production Specialist, Moana's Village Festival, Hong Kong Disneyland

Jun – Aug 2016

Concept Writer, Unannounced Nighttime Spectacular, WDI Creative Entertainment

Aug 2016

Show Writer, VR Projects, WDI R&D

Sept 2016 – Jan 2017

Creative Development, Interactive & Entertainment in Unannounced Lands, WDI

Oct 2016 – Jan 2017

Project Manager, Live Interactive Show, WDI R&D

Jun – Dec 2016

EDUCATION

CARNEGIE MELLON UNIVERSITY, Entertainment Technology Center (ETC), Pittsburgh, PA.

Master of Entertainment Technology, May 2017. GPA: 3.89 on 4.0 scale. Merit Scholar.

DUKE UNIVERSITY, Durham, NC.

Bachelor of the Arts, May 2011. Environmental Science and Policy, Film with Distinction. GPA: 3.7 on 4.0 scale.

UNIVERSITY OF SOUTHERN CALIFORNIA, Los Angeles, CA.

Study Away Student, Spring 2009. School of Cinematic Arts. GPA: 4.0 on 4.0 scale.

VOLUNTEER & ASSOCIATION EXPERIENCE

International Board Member, Themed Entertainment Association

Nov 2016 - Present

SKILLS

Software: Expert in Premiere, Photoshop, After Effects, Color, Media Encoder, Office, Google Apps.

Proficient in JIRA, Maya, Unity 3D, Illustrator, Audition, Logic. Basic understanding of AutoCAD, Java, C++.

Other: Experienced with Agile development & rapid prototyping. Limited proficiency in French.