

# Kate Tibbetts

I have spent 10+ years producing and designing interactive media experiences. My work blends emerging technology and narrative. It includes museum exhibits, video games, comic books, and podcasts.

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## Work Experience

### Creative Lead / Freelance

2017 - PRESENT

*Clients: University of Nebraska State Museum, The Mob Museum, The Oshkosh Public Museum, The Western Reserve Historical Society, etc.*

I develop interactive exhibits' creative approach from initial sketches through final client sign-off. This process may include rough concept sketches, wireframes, storyboards, game design documents, and moodboards. After design approval, I consult and advise through installation.

### Author / National Science Foundation

2016 - 2018

I wrote and illustrated *Animalogy*, a NSF-funded comic about the scientific method. The comic's content was developed in collaboration with faculty from the University of Michigan.

### Podcast Producer / Earwolf Media

2016 - 2017

I worked on *Strangers*, a 12-part true crime podcast about the infamous Boston Strangler. Throughout the project, I spearheaded archival research and fact checking.

### Director of Interactive Media / Northern Light Productions

2014 - 2017

*Clients: The American Writers Museum, Museum of Mississippi History, The Strong Museum of Play, The Tech Museum of Innovation, etc.*

I developed creative approaches for exhibits across various interactive platforms, then led an interdisciplinary team through the design/build process. I wrote proposals, pitched potential clients, and won work on behalf of NLP.

### Narrative Consultant and Illustrator / Freelance

2013 - 2014

*Clients: Princeton University, Marci MacGuffie*

I storyboarded, illustrated, and animated in 2D and 3D.

## Education

### ITP, NYU

2011 - 2013

MPS, Interactive Media

### Principia College

1999 - 2003

BA, Political Science

## Skills

**Project Management:** Leading diverse teams through design/build processes across media platforms.

Finding and coordinating teams of artists, designers, developers, fabricators and content experts. Facilitating collaboration in deadline driven environments.

Writing creative proposals, pitching new work, collaborating with high-level stakeholders.

**Design:** Developing innovative media experiences across media platforms.

Creating concept sketches, wireframes & mock ups, storyboards, game design documents, and prototypes.

Embracing an atmosphere of innovation and ambiguity, working with emerging technologies, pushing design methodologies.

**User Research:** Running user tests, focus groups, A/B tests & experiments, etc.

**Software:** Illustrator, Adobe Comp, After Effects, Premier Pro, Procreate, ProTools, Keynote, Invision, HTML, CSS, and Processing.