College of Fine Arts
Sample Resumes

B/A BEAUX ARTZ

CONTACT

412/500/1900
beauxartz@gmail.com
pittsburgh pa

EDUCATION

Carnegie Mellon
University
Bachelor
of Architecture
(B.Arch)
20xx-20xx

SKILLS

AutoCAD /////
Grasshopper /////
Illustrator /////
InDesign /////
Microsoft Office /////
Photoshop /////
Rhino /////
Revit /////
SketchUp /////

Model Building /////
Perspective Drawing /////
Hand Drafting /////
Woodworking /////

Spanish Language /////
Python /////
JavaScript /////

COURSEWORK

Activated Anamorphs
Digital+Analog Media
Environments 1
Generative Modeling
Materials+Assembly
Modern Architecture
World Architecture
Urban Case Studies
Exploring Pittsburgh
Building Physics
Structures+Statics

RELEVANT EXPERIENCE

//ARCHITECTURAL INTERN / Andrew Franz Architect / June 20xx - August 20xx
/Conducted site surveys, prepared filing sets for DOB and LPC of NYC building permits, developed construction and bid sets for two Manhattan residences, researched and prepared material for client meetings including large presentation for new Brooklyn Public Library branch.

//ARCHITECTURAL INTERN / Warehaus / June 20xx - August 20xx
/Documented existing conditions for two new clients, aided in organization of project manuals, prepared sets of construction drawings for permit submissions, created press releases for publication, and attended site visits with team of architects, civil engineers, and structural engineers.

//TEACHING ASSISTANT / Analog Media + Seminar / September 20xx - May 20xx
/Introduced first year students to CMU SoA through First Year Seminar focused on well-being, productivity, networking, and professional development
/Instructed students in perspective construction and compositional techniques through class demonstrations and individual help sessions.

//ON-SITE COORDINATOR / Architecture Explorations / September 20xx - May 20xx
/Aided K-12 students in understanding architectural education, design processes, and urban planning through site analysis, design synthesis, and graphic representation.

NOTEABLE PROJECTS

//LUNAR GALA DESIGNER / Pittsburgh, PA / October 20xx - March 20xx
/Conceptualized and constructed a fashion line focused on environmental destruction to be presented to the Pittsburgh design community at choreographed fashion show.

//ACTIVATED ANAMORPHS / Pittsburgh, PA / September 20xx - December 20xx
/Developed conceptual costumes for public performances with music stylings from the Exploded Ensemble of Carnegie Mellon.
/Performed at Subsurface 2018, press information available upon request.

//SACO LAKE WELLNESS CENTER / Pittsburgh, PA / January 20xx – April 20xx
/Designed bathhouse with three basins near Saco Lake in Notch State Park, New Hampshire focusing on sitting, pattern of use, materiality of concrete and wood, use of water, and atmosphere.

//PHIPPS CONSERVATORY: HOOP HOUSE / Pittsburgh, PA / September – December 20xx
/Designed and fabricated hoop house that could protect plants and withstand harsh winter weather. Focused on both function and aesthetics, with emphasis on conduits and sustainability.

LEADERSHIP EXPERIENCE

wats:ON? Arts Festival Curatorial Assistant / 20xx-Present
AIAS Chapter Co-President / 20xx - Present
AIAS Chapter Vice President / 20xx – 20xx
AIAS Young Architect's Forum Liaison / 20xx – 20xx
Assistant Instructor in CMU Architecture Explorations Program / 20xx – 20xx
Class representative in CMU SoA Student Advisory Council / 20xx – 20xx
Event Liaison for CMU Conference + Event Services / 20xx – 20xx

NEO CLASSICAL

Third-year architecture student with passion for accessible structural and interior design seeking internship opportunities for summer of 2020.

CONTACT:

https://www.neoclassical.com
neo@andrew.cmu.edu
(412) 500-1900

EDUCATION:

CARNEGIE MELLON UNIVERSITY
Bachelor of Arts in Architecture - May 2021
Additional Major in Business Administration
Honors: Dean's List (Fxx, Sxx, Fxx, Fxx)

UNIVERSITAT AUTONOMA DE BARCELONA
Summer Study Abroad – 20xx

SKILLS:

DIGITAL:
Microsoft Office
Photoshop
Illustrator
InDesign
Lightroom
Rhino
AutoCAD
VRay
Grasshopper

LANGUAGES:
English
Mandarin
Spanish

ANALOG:
Drafting
Drawing
Photography

FABRICATION:
Model making
Laser cutting
Woodshop
Welding

PROFESSIONAL EXPERIENCE:

Mario Corea Arquitectura - Barcelona, Spain
Summer Intern; June - August 20xx
- **Translated and edited publications of projects in English and Spanish for website and social media.**
- **Created AutoCAD drawings for current projects, including a large- scale hospital in Tarragona.**

ZenArchi (展宜建築) - Taipei, Taiwan
Architectural Intern; July - August 20xx
- **Created Sketchup models of current projects, including apartment units in Taipei City.**
- **Managed documentation of current project sites for display and publication.**

OTHER EXPERIENCE:

Carnegie Mellon University - Pittsburgh, PA
Teaching Assistant; August 20xx - Present
- **Facilitate discussion among first year architecture students regarding studio culture.**
- **Mentor first years on portfolios and professional development.**

Employer Relations Ambassador; August 20xx - Present
- **Assist with career fairs including running reports and other logistics in the Career and Professional Development Center.**

Highland Ambassador; May 20xx- Present
- **Serve as point of contact for alumni at CMU.**
- **Facilitate connections between students and alumni.**

Andrew Ambassador; January 20xx- May 20xx
- **Customized and led tours for prospective students and families of diverse backgrounds.**
- **Provided administrative assistance through formal communications between the Office of Admissions and prospective students and families.**

LEADERSHIP/INVOLVEMENT:

Taiwanese Student Association
Booth Chair; October 20xx - Present
- **Oversaw first-place winning design of booth constructed for CMU Carnival 20xx, including ensuring that booth was up to construction standards and building code.**

American Institute of Architecture Students
Social Media Correspondent; July 20xx - July 20xx
- **Promoted events through social media channels, such as Instagram and Facebook.**
- **Served as advocate for architecture students in school community.**

Kappa Alpha Theta Sorority
Online Media Director; May 20xx - Present
- **Lead marketing of chapter through social media channels, including Facebook, Instagram, and website.**

ANNIE MASHUN

(she/her/hers)

anniemashun.com
412.500.1900
anniemashun@gmail.com

ANIMATOR ● DESIGNER● ARTIST

PROFESSIONAL EXPERIENCE

Game Creation Society   September 20xx-Present
Illustrator/Animator   CMU
- Collaborate with teams of 3-12 artists to design independent game projects on various platforms and softwares
  Projects:
  - *Lost Haven 1* and *2* (Fall 20xx, 20xx): 2D RPG based in medieval setting
  - *Bossmen* (Spring 20xx): 3D cube themed boss fighting shooter
  - *Project Origami* (Fall 20xx): 3D Puzzle/Adventure game with origami theme

Simcoach Games   May – July 20xx
Animation Intern   Pittsburgh, PA
- Created art and animated media for educational app start-up
- Navigated design-research process to understand user needs and desires

Frank-Ratchye Studio for Creative Inquiry January 20xx – Present
Undergraduate Research Assistant   CMU
- Write and document example code for pen-plotters
- Port code of deprecated New-Media art pieces

EDUCATION

Carnegie Mellon University
Bachelor of Fine Arts – Art   May 20xx
Concentration: Electronic/Time-based Media
IDeATe Minors: Animation & Special Effects and Game Design

SKILLS

Software: Adobe Creative Cloud, Flipbook, Sketch, Flash, Blender, Poser, 3ds Max, Maya, Cinema 4D, Eclipse, Photoshop, Audacity, Illustrator, Unity

Art: 3D modeling, texturing, animating, drawing (environment, object, figure), video editing, digital fabrication

Programming: Java, Javascript, C/C++, HTML/CSS, Ruby, Python, SQL

Spoken: Spanish (native), English (native), Japanese (working proficiency)

LEADERSHIP/INVOVLEMENT

Lunar Gala   January 20xx – Present
Planning Executive Board   CMU
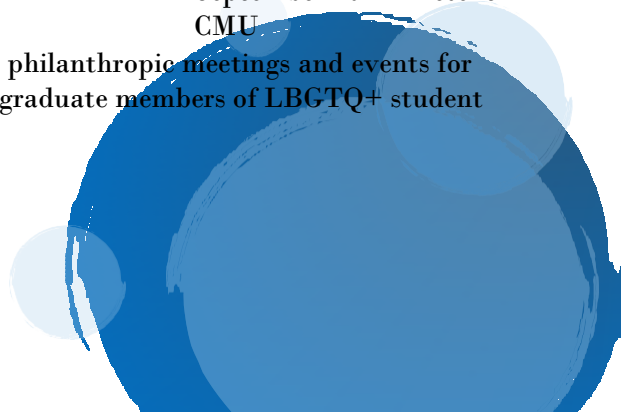- Assist in the creation and curation of Pittsburgh's annual largest fashion show that intersects art and technology

Donut Dash   January – April 20xx
Graphic Designer   CMU
- Designed apparel, marketing, and social media content for nation's largest fraternity philanthropy event

Prism   September 20xx-Present
Vice President   CMU
- Organize social and philanthropic meetings and events for group of 50+ undergraduate members of LBGTQ+ student organization

ART SEE

artsee.com
artsee@andrew.cmu.edu
1-412-500-1900

EDUCATION

Carnegie Mellon University   May 'xx
Bachelor of Fine Art   GPA: 3.5 / 4.0
Minor in Media Design (IDEATE)

DESIGN SKILLS

Adobe Creative Suite
HTML + CSS + Javascript
Microsoft Office
Rhinocerous
Unity
Sketch

ADDITIONAL SKILLS

Mandarin Chinese
Logic Pro X
Video Shooting + Editing + Lighting
Proposal Writing
Drawing + Painting + Print/Photography
Wood + Digital Fabrication

PROFESSIONAL EXPERIENCE

RAPP | Art Director + Graphic Design Intern   San Francisco, CA   Jun 'xx- Aug 'xx
• assisted the Creative department with production and editing of graphic assets, user research, image search, and deck organization for clients, Wells Fargo and Autodesk, on both digital and print channels
• communicated between Strategy and CMI interns to set up framework and brainstorm initial campaign design concepts
• developed creative solution to design challenge brief by producing digital prototypes for intern projects

CREATELab (Carnegie Mellon Univ.) | Artistic Fellow   Pittsburgh, PA   Jun 'xx - Aug 'xx
Awarded Student Undergraduate Research Fellowship to collaborate with CREATE Lab, specializing in robotics for social good, on community-based art project in Summer of 20xx.
• worked with lab members to learn CREATE technologies, collect and visualize data, analyze user trends, and storyboard ideas
• interviewed and researched local arts organizations and artists specializing in community-based work
• conceptualized and developed proposals for interactive storytelling experiences and long-term public installations

JM Design Studios | Design Intern   Pittsburgh, PA   Jul 'xx - Present
• assist team of artists on multiple phases of *The Other Border Wall Proposal*
• conduct research on US/Mexico border issues and interview non-profit organizations and locals in Tijuana/San Diego region
• manage marketing campaign through social media posts and newsletter emails

INDEPENDENT PROJECTS

Open Crit | Co-Creator | awarded Interdisciplinary Award   Oct 'xx - Present
A series of public, university-wide critiques where participants bring work not conventionally seen in a creatively-oriented setting

Paces | Producer + Creative Director   Nov 'xx- May 'xx
Funded by SURG, *Paces* is an interactive video game and film installation, created by a multi-disciplinary team of nine women in computer programming, analytics, product engineering, animation, etc. Inspired by distance running, *Paces* is a design solution that internalizes the nature of play against society's fixation on results and winning through loops of constant user feedback.

The Cultural Appropriation Project | Launch Phase Curator   Nov 'xx - Aug 'xx
An artistic approach to create a collective understanding of the difference between appropriation and appreciation through extensive interviews, historical research, web development, and art curation.

NCAA DIVISION III ATHLETICS

Women's Varsity Cross Country + Track | 1500m, 3k, 5k | 7x UAA All-Academic   'xx - Present
• dedicate 25+ hours a week, on top of academics, both on and off season, to participate in team practices, travel, meets, and more
• awarded Student-Athlete Academic Achievement as College of Fine Art representative within all juniors and seniors in athletics

The Plaidvocates | Event Coordinator + Diversity & Inclusion Committee Head   'xx - Present
• plan, organize, and execute events that promote the goals of the SMART program, as well as Diversity & Inclusion initiatives

VOLUNTEER WORK

IMPAQT (Initiating Meaningful Pittsburgh and Qatar Ties)   Doha, Qatar + Pittsburgh, PA   Nov 'xx -Present
Chosen by the Division of Student Affairs in the Office of the Dean to be one of ten members on Pittsburgh's 20xx team.
• ensure sustained communication mechanisms between and raise awareness of sister campus in Qatar within home campus
• develop strategies and initiatives to leverage relationship between campuses toward enhancing student life and experience

The Mattress Factory | Install and ARTLab Volunteer   Pittsburgh, PA   Aug 'xx - Present
• help artists install temporary exhibitions in Mattress Factory galleries through painting, fabrication, and object placement
• facilitate activities to children (ages 5-12) in ARTLab, art-making workshops hosted by visiting artists

Building Your BXA Resume

As a BXA student, you have probably questioned how much of a 'typical' resume template you should follow in order to best communicate the work that you have done in your interdisciplinary degree. Before you begin building your ultimate interdisciplinary resume, let's walk through some of the important aspects that you'll need to consider in your self-marketing.

Physical Inclusions:

- ϒ Along with your general contact information containing your name, phone number, professional email address, and link to an online portfolio, you need to make space for a short 2-4 sentence summary that details 1.) your year in school and what you're studying 2.) a shortlist of skills that you have that you want to expand and 3.) what types of roles you're looking for.
- ϒ Your degree should be written out completely in your Education section.
    - o Bachelor of Humanities and Arts (BHA) in_____and_____
    - o Bachelor of Science and Arts (BSA) in_____and_____
    - o Bachelor of Computer Science and Arts (BCSA) in_____and_____
    - o Bachelor of Engineering and Arts (BEA) in_____and_____
- ϒ Include Relevant Coursework under Education and include classes that are relevant to the industry of the role(s) that you're applying for.
- ϒ You will likely have two different GPAs because of the two schools that you're a part of. Include your cumulative GPA OR the higher GPA of the two schools. (Indicate your choice by clearly identifying that GPA as such.)
    - o Cumulative GPA: 3.6/4.0
    - o School of Computer Science GPA: 3.8/4.0
- ϒ Always include the name of your capstone/thesis if you are a senior or alumnus.
- ϒ Your skills section can be as interdisciplinary as you like, but keep the skills relevant to the types of jobs you're applying for.
    - o You don't need to talk about your skills in making sourdough bread if you're applying to UX positions.
- ϒ Do not include references or "Reference available upon request" **UNLESS** you are applying to roles where this is the contrary (Drama and Music).

Consider the following:

- ϒ Recruiters might be confused about your degree and what academic steps you took to get it. Remember that the BXA program is not a double-major or additional major situation. By describing your degree more than naming it, that can be more easily clarified. You might also want to consider diving more into detail about the degree program in your cover letter.
- ϒ Focus on the transferable skills that your experiences span. Just as you need to translate skills between positions, you will likely also need to translate skills across industries depending on your career path.
- ϒ And finally, you are going to need ultimately have multiple versions of your resume. Depending on what kinds of positions you're looking for, your resume might be more/less artistic, include more/fewer projects versus professional experiences, and include more/fewer experiences outside of your professional ones (i.e. exhibitions, performances, honors, etc.).
- ϒ Ask to see the resumes of older BXA students. Many of them have gotten their self-marketing skills down to a science!

Bee Exay

bee-exay.me
LinkedIn: /bee-exay

bee.exay@gmail.com
413.837.1075

bio

Senior at Carnegie Mellon University studying the interdisciplinary intersections of user experience and individual/global growth and perception. Seeking opportunities in UX design, consulting, and other positions where I can combine art and technology to change the world.

education

Carnegie Mellon University *May 20xx*
Bach. of Arts in Computer Science & Design (BCSA)   Cumulative GPA: 3.57/4.0

relevant coursework

Imperative Computer Science
Functional Programming
Communication Design
Futures Thinking
Design Research
Web Design

skills

Wireframing
Prototyping
Storyboarding
User Research
Illustration
Animation

tools

Adobe CC
Arduino
AfterEffects
Figma
Invision
Solidworks
Unity
Printmaking:
  Relief Printing
  Lithography
  Intaglio
  Serigraphy
  Risography

language

Javascript
p5.js
Python
HTML/CSS
C/C++
SQL
American Sign Languge (fluent)

professional experience

UX/UI Design Intern   May 20xx-Present
Commonwealth Care Alliance   **Remote**
Redesign provider directed used by healthcare company's 32,000 members. Considered search process through empathetic design for our complex members' needs. Collaborate with developers and business team to full implement provider director within company's present platforms.

Publicity Intern   Dec 20xx-May 20xx
CMU BXA Program   **Pittsburgh, PA**
Planned and curated *Kaleidoscope*, BXA's largest annual art exhibition. Led publicity initiatives by creating graphics and posters for exhibition and prior communications regarding show. Collaborated with and supervised team of five peers to design *Kaleidoscope* AR app. Quickly transitioned exhibition to online platform in wake of COVID-19 mass shutdown of campus.

Creative Intern   May-Aug 20xx
Noodles & Company   **Broomfield, CO**
Assisted marketing department on various creative projects and social media management. Collaborated closely with art director on individual projects, including social media posts, apparel, and anniversary buttons. Participated in photo shoots for print and social media campaigns, both in front of camera and behind the scenes.

other experience

Research Assistant   *Sep 20xx-Present*
Infant Language and Learning Lab   **Pittsburgh, PA**
Administered gamified tests and exercise-based interaction games that study inhibitory control, executive functions, and cognitive abilities in pre-kindergarten children at CMU's children's school. Collected fNIRS data to track cognitive development.

Set and Communication Designer   *May 20xx-Present*
Lunar Gala   **Pittsburgh, PA**
Designed and coordinated animated backdrops in time with high-paced music to support largest fashion show in Pittsburgh. Collaborated with four designers to create original content for catalogs, posters, and sponsorship content.

notable projects

Power to the Plants (Experience Design) – Fall 20xx– Field Research, Concept Ideation
How can museums enable visitors to discover potential connections between themselves and their environment, and hopefully impact human behavior change?
People of Pittsburgh (Data Visualization) – Fall 20xx – Data Analysis & Synthesis
In gentrified neighborhoods of Pittsburgh, how does the education and income levels of residents relate to the eco-friendliness of mode of transport they use for work commute?
tête-à-tête (System & Service Design) – Fall 20xx – Systems Thinking, Visual Design
How might we bring diverse perspectives, low bias and empathy into international news to make a better informed citizen?

A/T

Arwen Tyler (they/them)

arwentyler.com // arwentyler@gmail.com // +1.412.500.1900 // London, UK

Profile

Experienced designer with past full-time positions in Graphic design pursuing MDes to transition into Communications design.

Seeking internship opportunities for summer of 2021.

Education

Carnegie Mellon University 20xx-
Pittsburgh, PA 20xx
Masters of Design for Interactions

Middlesex University 20xx-
London, UK 20xx
Bachelor of Arts – Fine Arts

Competencies

//2D, Motion Design//
Adoble Illustrator, Photoshop, Lightroom, InDesign, After Effects, Premiere

//Prototyping//
Adobe XD, Sketch, Zeplin, Framer, Protopie

//3D Modeling//
AutoCAD, Rhino, Key-Shot, Cinema 4D, Sketch-Up, 3D printing, Laser-cutting

//Programming//
HTML & CSS, Arduino, MATLAB, Python, Processing

//Language//
English (Native), Welsh (Native), French (Fluent), Urdu (limited working proficiency)

Arwen Tyler is a dual-citizen of the US and the EU and will not require sponsorship for any job opportunities in the future.

EXPERIENCE

CMU // *3D Illustration Lab Teaching Assistant* // Sep 20xx-Present
Provide 1:1 mentorship to undergraduate Design students in operating and maintaining heavy woodshop machinery

Luci Creative // *Contracted Graphic Designer* // Jan 20xx-Present
Worked as contracted graphic and 3D exhibit designer. Projects included visual elements for 3D museum/exhibit spaces, kiosk UI wireframes, client-facing style guides, and production-resady signage for in-house fabricators.

AMZ Innovyz Business Accelerator // *Fellow* // Jun – Dec 20xx
Acted as communications lead for feminist e-commerce platform that was selected to participate in 4-month experiential business mentorship program for digital start-ups.

King // *Graphic Design Intern* // May – Aug 20xx
Designed in-motion graphics for various app-based video games. Created Halloween-themed name graphic and accessories for Candy Crush.

SELECTED PROJECTS

Safe Space // Carnegie Mellon University // Fall 20xx
A Conversational User Interface to provide inclusive and meaningful acces to therapy, otherwise of reach due to cost, availability, fear or stigma, via AI-led counseling sessions

Worlds Between // Carnegie Mellon University // Fall 20xx
A VR-based museum experience application for the Carnegie Museum of National History that illustrates the story of symbiotes in ecosystem

Is This Home? // Middlesex University // 20xx-20xx
Researched, illustrated, and authored children's book that highlights stories of Tibetan refugees

EXHIBITIONS

Twilight of the Idols // Alice Black // London West End // 20xx
Barefoot // Large Glass // London // 20xx
Take One Picture 20xx // The National Gallery – UK // 20xx
Monochrome: Painting in Black and White // The National Gallery – UK // 20xx

CHLOE CAO

Web & Visual Design

www.chloecao.com | chloec@gmail.com | 412.500.1900

EDUCATION

CARNEGIE MELLON UNIVERSITY

Pittsburgh, PA   *May 2021*

Bachelor of Design, Communication

Add'l Major: Human-Computer Interaction

Honors: Dean's List (Sxx, Fxx, Sxx, Fxx)

SKILLS

Software

Photoshop

SolidWorks

Adobe Creative Cloud

Blender

Rhino

Arduino

Practical

Storyboarding

User Research

Typography

Composition

Color Theory

Design Theory

Sketching

AI/Machine Learning

Language - Computer

C/C++

Java/Javascript

Python

HTML/CSS

Ruby

Language - Spoken

English (Fluent)

Vietnamese (Native)

Mandarin (Working Proficiency)

PROFESSIONAL EXPERIENCE

UPDATER   New York, NY

Design Intern   *May – Aug 'xx*

Worked alongside Brand Designer within Marketing team to redesign and redevelop web pages. Created fully customizable promotional landing pages used to acquire new clients. Supplied Marketing and Product teams with motion graphics for promotional video and in-app use respectively.

CARNEGIE MELLON UNIVERSITY   Pittsburgh, PA

Pre-College Residential Advisor   *June – Aug 'xx*

Mentored and supervised high school juniors and seniors to maintain community cohesiveness and safety. Designed promotional materials for clubs and activities as part of Public Relations committee.

SELF-EMPLOYED   Houston, TX

Freelance Illustrator   *20xx-Present*

Managed over 50 commissions ranging from fiction book cover, illustrations, business card designs, character portraits, and logos.

NOTABLE PROJECTS

CMU CARNIVAL

Booth Construction Designer   *Jan – Apr 'xx*

Managed team of five to design carnival booth in annual tradition/competition at Carnegie Mellon.

AI Future Time Machine

Futuring & Environments Design   *Feb – May 'xx*

Collaborated with other designers to create a convincing and immersive walk-in experience.

Goji: Helping Labs Win New Customers

HCI, UI/UX, Graphics & Branding Design Feb – May 'xx

Led development of Goji's visual design and schedule plan. Designed marketing materials, video storyboards, presentations, app prototypes, and visualizations.

SYD E. LEITZ

LIGHTING DESIGN

SYDELEITZ@ANDREW.CMU.EDU
WWW.SYDELEITZ.COM

412.555.1212
@SYDELEITZ

LIGHTING DESIGN

PROJECT	COMPANY	DIRECTOR	YEAR
Tough Nut Cabaret	Rauh Studio Theatre	Robyn Archer	20xx
Past Present, Future Tense	Carnegie Mellon University	Allegra Libonati	20xx
Tightrope	CMU New Works Festival	Max Montell	20xx
Heart of a Dog	Carnegie Mellon University	Jenny Howard	20xx
110 In the Shade	CMU Junior Showcase	Gary Kline	20xx
Master Class	Kalamazoo Civic Theatre	Kristin Tyrrell	20xx
Romeo and Juliet	Civic Youth Theatre	Zac Thompson	20xx
The Nerd	Kalamazoo Civic Theatre	Art Nemitz	20xx
Charlotte's Web	Civic Youth Theatre	Zac Thompson	20xx
The Mouse that Roared	Civic Youth Theatre	Zac Thompson	20xx

PRODUCTION CREDITS

POSITION	PROJECT	COMPANY	DIRECTOR	YEAR
Lighting Assistant	*Meet Me Inside*	Rauh Studio Theatre	Steven Anson	20xx
Master Electrician	*Suessical*	Carnegie Mellon University	Miranda Su	20xx
Asst. Lighting Designer	*Metamorphosis*	Carnegie Mellon University	Daryl Masterson	20xx
ML Programmer	*Cabaret*	Carnegie Mellon University	Jeremy Miller	20xx

CONSOLES AND PROGRAMS

ETC EOS Family Consoles • GrandMA2 • Hog4 Consoles • Vectorworks 2020 • PRG MBox 3.9 • AutoCad
Light Converse 8 • LightWright 6 • Adobe InDesign • Adobe Illustrator

EDUCATION

Carnegie Mellon University, Pittsburgh, PA, BFA Lighting Design	May 20xx
Pittsburgh Filmmakers, Video Production Studies	20xx-Present
Kalamazoo Civic Theatre, Lighting/Sound/Special Effects Design Internship	20xx-20xx

REFERENCES

Robyn Archer	Cindy Limauro	Zac Thompson
Director, Rauh Studio Theatre	Professor, Lighting Design	Director, Civic Youth Theatre
Coldwater, MI	Carnegie Mellon University	Layfayette, IN
697-555-6543	limauro@andrew.cmu.edu	zacthompson@cytheatre.org
rarcher@gmail.com	412-225-1000	765-448-9876

Craig A. Schultz

caschultz@gmail.com • 765-872-1189 • www.caschultz.com

EDUCATION

Carnegie Mellon University, Pittsburgh, PA   May 20xx
Bachelor of Science, Music and Technology   Pittsburgh, PA
Dean's List, Overall GPA 3.9

Relevant Coursework: Digital Audio Workstations, Music Production, Composition, Mixing and Mastering

Philadelphia High School for the Creative and Performing Arts   May 20xx
Graduated with highest honors, Top Scholar Award   Philadelphia, PA

EXPERIENCE

Sound Engineer, Modern Musicking Show   Sept 20xx - Present
Carnegie Mellon University School of Music   Pittsburgh, PA
- Record interviews, features, and music performances for monthly show
- Ensure optimized sound quality for broadcasting on university website and YouTube
- Set up sound equipment on-site including microphones and recording devices
- Utilize specialized software to mix and edit sound tracks

Studio Engineer Summer Intern   Summer 20xx
Imagine Music Group   Englewood, NJ
- Conferred with producers and artists to determine their precise sound requirements
- Recommended appropriate software, hardware and tools to use for audio recording
- Operated recording and amplification equipment in a modern studio environment
- Set up recording equipment in the studio according to specifications

Freelance Composer   20xx - Present
Project highlights:
- Wrote soundtrack used in independent student film *Ask Me If I Care* currently in production
- Arranged Milnack's Symphonic Poem for string quartet performance at CMU Convocation
- Awarded $1,000 Rotary Emerging Talent scholarship for 1st place in school arts competition

TECHNOLOGY

- Ableton Live
- Sibelius
- Avid Pro Tools
- Audacity
- Adobe Creative Suite (Photoshop, Illustrator, After Effects, Indesign, GoLive, Acrobat)
- Final Cut Pro
- Microsoft Office

SKILLS

- 12 years private piano lessons, classical and jazz; Guild International Adjudication Superior rating
- Proficient in computer programming (HTML, JavaScript, Python, Java, Linux)

CARMELINA MODRANI

Soprano
cmodrani@gmail.com
412.678.1234

EXPERIENCE

Roles Performed

Signora Nacarelli	*The Light in the Piazza*	Carnegie Mellon University Opera Theater	20xx
Giulio Cesare	*Giulio Cesare (Sartorio)*	Carnegie Mellon University Opera Theater	20xx
Tanya	*Mamma Mia*	Opéra Louisiane	20xx
Ensemble/Handmaiden	*Turandot*	Carnegie Mellon University Opera Theater	20xx
Ensemble/Flower Girl	*Le Nozze di Figaro*	New Orleans Opera	20xx
1ˢᵗ Lay Sister	*Suor Angelica*	Shreveport Opera	20xx
Ensemble	*Cavelleria Rusticana*	Carnegie Mellon University Opera Theater	20xx
Taumännchen	*Hänsel und Gretel*	Berlin Opera Academy	20xx
Ensemble	*Carmen*	Opera in the Ozarks	20xx
Sarah Good	*The Crucible*	Opera in the Ozarks	20xx
Ensemble	*Dialogues des Carmélites*	New Orleans Opera	20xx
Coro Marittimo	*Il Ritorno di Ulisse*	Tulane University Opera	20xx
Kate Stanley	*The Pirates of Penzance*	Tulane University Opera	20xx

Opera Scenes

Pamina	*Die Zauberflöte*	Shreveport Opera	20xx
Cunegonde	*Candide*	Opera Scenes at St. John's Cathedral	20xx
Miss Wordsworth	*Albert Herring*	Tulane University Opera	20xx
Giulietta	*Les Contes D'Hoffmann*	Opera Scenes at St. John's Cathedral	20xx
Musetta	*La Bohème*	Opera Scenes at St. John's Cathedral	20xx
Friend #1	*The Ballad of Baby Doe*	Tulane University Opera	20xx

INSTRUCTORS

Voice Teachers	Vocal Coaches	Stage Directors	Conductors
Kathleen Morton	Melanie Johnson	Henry Cinquest	Connor McHenry
Lorraine Simons	Judy Bittman	Benjamin Hendrick	Brian Days
Penny Armstrong	Matthew Carson	Richard Freeman	Chris Larkin
Sara Brayson		Cindy Lakovitch	Nathan Osborne

EDUCATION

Carnegie Mellon University, Pittsburgh PA	Master of Music, Vocal Performance	May 20xx
Tulane University, New Orleans, LA	Bachelor of Music, Vocal Performance	May 20xx

SUMMER PROGRAMS

Berlin Opera Academy, Berlin, Germany	Summer 20xx
Opera in the Ozarks, Eureka Springs, AR	Summer 20xx