



## OVERVIEW

Senior Creative Producer, Immersive Media and Engagement Strategist, with over 20 years of building visitor experiences. Currently focusing on disruptive and exponential technologies as it relates to product development. Highly creative, innovative, business-savvy, big-picture thinker who leads clients into locating, designing, developing, and producing engaging content for socially impactful, personalized visitor experiences. Selling vision from the cross-section of creative thinking and user engagement.

- Experience Design Strategy / UX
- Themed Entertainment Development
- Location Based Experiences
- AI & Machine Learning
- Immersive Environments
- AR/VR/MR/XR
- Data / Data Visualization
- Personalized Experiences
- Holography
- Sensors and Wearables
- Assistive & Adaptive Technology Solutions
- Gaming / MMO / MMORPG / MMOFPS / eSports
- Interactive Displays and Exhibits
- Social
- CRM / SEO / SEM / Analytics Data Visualization and Infographics
- Interaction Design and Integrated Media

## PROFESSIONAL EXPERIENCE

### The Collaboratorium, Inc. (2005–PRESENT)

*Created sole proprietorship to provide an independent consulting source*

- The Black Santa Company / UWish - XR Experience Strategy, Baron Davis Enterprises
- Storytek - Tech Mentor, Content & Media - 10 Week Tech Accelerator, Tallinn, Estonia
- Augsense - Advisor, AR Company - Spatial Mapping Pathways for Persons Visually Impaired
- Zeitgeist Design + Production - Business Development - Themed Entertainment / LBE / FEC
- “VRaptitude” - Product Design -VR Platform, EdSim Challenge, US Department of Education
- Microsoft® and Lenovo® - Proposal and Design - Indie gaming project based in UK
- “Telepresence Operators” - Proposal - CHASE® Bank and Gensler Architects for Sundance
- “The Freedom Dome” - Producer, interactive installation - CTIA and Gmmb, a social cause agency
- “The WIRED Home” by LivingHomes® - Production, Marketing, a Ray Kappe house
- Opportunity Green - Business Development - Marketing, Advisory Board
- “NextFest” - Business Development, Marketing - WIRED Magazine

### The National Constitution Center (2010–2014)

*Vice President, Digital Innovation and Integration*

- Created overall digital strategy for Center within \$14M operating budget
- Integrated an enterprise digital strategy including physical and virtual visitor experiences for the entire Center’s mission; Main Museum, Town Hall Debate, Civic Education
- Senior Staff, Senior Management, and Business Development “Task Force” team, revising the Center’s 5-year Strategic Plan and Board metrics for long-term success
- Designed, built, and launched new website, mobile, social campaign strategies, as well as two highly regarded interactive exhibits. Projects include; business and revenue analysis
- Re-strategized Center’s overall IT systems, data publishing system, CRM infrastructure
- Made the Constitution “contemporary” and relevant to next generation
- Established relationship with disability community, including assistive and adaptive technology practices to personalize “We the People” experience
- Planned first “Digital Independence Mall Collective,” 52 participating institutions

### Walt Disney Parks and Resorts Online / Disneyworld.com (2002–2004)

*Sr. Producer / Sr. Project Manager*

- Overhauled the \$3M Disneyworld.com release – increased ticket sales by 20%
- Lead 25-member team in sync, including: Engineering, IA, Design, Content, Test/QA
- Invited to participate in re-architecting EPCOT with new technology

### IBM – Centers For Innovation: Los Angeles {Global and Business Innovation Services} (1999–2002)

*Sr. Creative Producer / Sr. Project Manager*

- Provided first-time e-commerce web innovation for: Hilton, JDSUniphase, Mazda, American Express, Stan Lee Media and Boeing. Budget range from \$4M – \$40M
- Developed 3D real-time collaborative engineering, AI Avatar prototypes, Pervasive, WAP, and Ubiquitous computing projects including first e-chalkboard for laser design

### DreamWorks Interactive {of DreamWorks SKG & Microsoft} (1996–1999)

*Associate Producer / Producer / International Localization / Sr. Producer, Development of New Content*

- Managed 15 member team(s); including \$2M budget and 18-month development cycle for PSX, PS2, MAC ports, and PC, including NTSC and PAL
- Generated game ideas for Steven Spielberg, Hasbro, Activision, EA and Microsoft
- Supervised European and Asian localizations and translations minimizing piracy deltas
- Presented, demo’d and attended: E3, ECTS, ACTIVATE, SIGGRAPH, and (C)GDC

### Digital Planet [first network-based content development company] (1994–1996)

*Web Design team for online marketing of feature films and new product pitches*

- Created Design for: USPS, Allstate, Microsoft, Intel, WWF, MSNBC, Universal / MCA



## Education

- Boston University, School of Visual Arts  
Boston, Massachusetts, BFA (1991)
- University of California Los Angeles, UCLA  
Los Angeles, California, Entertainment  
New Media Program (1994)
- Silicon Studios, Los Angeles, California  
SGI Animation (1996)

## ENGAGEMENTS

- Trailblazer Speaker** - AShowBiz, "Meeting Your Digital Twin" - Redwood City, CA (2019)
- Podcast Guest** - Combat Radio - Brigade Radio One - Universal® - Host: Ethen Dettenmaier (2019)
- Interviewer** - MiceChat - Disney® Legend, Buzz Price - Buzz Stories at Thirty Thousand Feet (2019)
- Speaker** - Treefort / Hackfort, "The 5 Personas of You" - Boise, ID (2019)
- Speaker** - World IA Day - Design For a Difference - "The Future is Overrated" - Los Angeles, CA (2019)
- Panelist** - Emerging Tech: The Evolution of AR/VR Technology - Boston University Alumni (2019)
- Jury Chair / Keynote Speaker** - The Aurea Awards, Europa-Park's first ever AR/VR Awards Show (2018)
- Published Article** - Laupäevaleht Estonia - Kathleen Cohen. Naine, kes mõtestab tulevikku (2018)
- Speaker** - Chief Innovation Officer Summit - "Our Future is Overrated Compared to Human Ingenuity" (2018)
- Speaker Series** - Storytek - Weekly Speaker Series, invited guests from all over the globe, Tallinn, Estonia (2018)
- Speaker** - Tallinn Music Week / Creative Impact Conference - Speaker - Tallinn, Estonia (2018)
- Moderator / Speaker** - Themed Entertainment Association (TEA) - "Future of Engagement and Storytelling" (2018)
- Course Speaker** - General Assembly - UX / UI, Gaming & Experience Design (2018)
- Panelist** - SpaceTech Summit - Draper U, "From Corporations to Citizens" (2018)
- Speaker** - Storytek - Tallinn, Estonia - AV, Tech, Entrepreneurs & Content Creators (2017)
- Panelist** - AI.LA - New Realities - Interactive Exploration of Art + Technology (2017)
- Event Speaker** - Product School - "Gaming, Storytelling and Experience Design" (2017)
- Keynote Speaker** - Treefort / Hackfort Music Festival, "Creative Thinking and Immersive Environments; A Talk about Purpose and Joy", Boise, ID (2017)
- Speaker** - Product School®, "A PM's Life in Experience Strategy", Santa Monica, California (2017)
- Speaker / Panelist** - Makers Conference, Assoc. for Learning Environments, "Make>Play>Learn" (2016)
- Speaker** - Urban Land Institute, Entertainment Development Council, Fall NYC Conference "The Future of the Experience, 2.0" (2014)
- Speaker** - Urban Land Institute, Entertainment Development Council, Spring Vancouver Conference "The Future of the Experience, 1.0" (2014)
- Published Article** - IPM / InPark Magazine "Big Data and Your Institution" (2014)
- Poptech.org** - Thought Leaders Conference, Camden, ME (2013-2016)
- Speaker / Panelist** - IAAPA Orlando, Florida, "Future Legends Within the Industry" (2013)
- Non-Profit Fellowship** - EYEO Festival, Creative Coders Conference, Minneapolis, Minnesota (2013-PRESENT)
- Guest Blogger** - Disability.gov, "We the People, Means All the People" (2013)
- Creator, Moderator, Panelist** - Social Media Week, "Accessibility is Not a Four-Letter Word" Chicago, Illinois (2011)
- Board Research Team** - FOG, Friends of the Gateway, San Francisco, California (2010)
- Ongoing Juror** - Arts & Sciences, Interactive Media Peer Group, the Emmy® Awards, hosted by Academy of Television (2010-PRESENT)
- Speaker Session** - O'Reilly's Etech '08, "Urban Media Project", Birds of a Feather session (2008)
- Interviewed for book** - by author Pam Gilbert, *What Wildly Successful Women Want You to Know* (2007)
- Panelist** - Women in Animation {WIA} "Production Management in Animation" (2003)
- Panel Creator and Moderator** - Warner Brothers®, Broadband and Animation Seminar (2002)
- Panelist** - Los Angeles Annenberg Metropolitan Project (LAAMP), "Technology across Curriculum" (2001)
- Lecturer** - Santa Monica College, School of Entertainment and Technology, "Women in Technology" (2000)
- Interviewed for Book** - by authors John Gerland, Eva Sonesh-Kedar, *Digital Babylon - How the Geeks Tried to Bring Hollywood to the Internet* (1998)
- Speaker** - Activate '98, Ireland, Activision® PlayStation Development (1998)
- Demo Presenter** - Electronics Entertainment Expo - E3 (1997-2000)