Cassandra Ichniowski

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Objective

With over 5 years experience developing high tech, location based attractions, I am seeking opportunities to lead interdisciplinary teams in combining emerging technologies and innovative storytelling to create impactful interactive experiences for diverse audiences.

Experience

Producer, Two Bit Circus   Feb 2014 – Apr 2016

Oversaw all production on interactive installations for Consulting and Story Room product lines from concept/RFP through installation for an entertainment technology start-up. Key responsibilities included:
- Leading interdisciplinary teams of engineers and designers through project lifecycle
- Project chartering, including drafting proposals, authoring SOWs, developing and tracking schedules and budgets, and maintaining weekly and daily check-ins with internal teams and clients
- Facilitating and guiding creative development of both internal projects and work for hire
- Integrating strategic initiatives within project design and development
- Improving design and development processes to increase product quality and efficiency

Associate Show Producer, Walt Disney Imagineering   Feb 2012 – Jun 2013

Supported show development and execution under the executive producer for themed entertainment projects, including Test Track creative refresh, Tokyo Disney Resort portfolio, and Magic Words with Mickey. Key responsibilities included:
- Developing and communicating creative direction through brainstorm facilitation, concept deck creation, and team coordination
- Supporting project execution in asset management, tracking documentation, and general organization
- Leading coordination on software development for interactive portions of attractions

Creative Technology Intern, Walt Disney Imagineering   May 2011 – Jan 2012

Managed software development for Goofy's Paint'n'Play at Tokyo Disneyland, including project scope definition, playtesting, and schedule tracking
Developed integrated software and hardware solutions for pre-visualization of attractions and R&D for new attractions

Education

Masters of Entertainment Technology, Carnegie Mellon University   2010 – 2012

A project-based collaborative program focused on designing and producing interactive experiences that combine technology, design, and the arts.

Bachelors of Science in Engineering, University of Pennsylvania   2005 – 2009

Major: Digital Media Design, an interdisciplinary program in computer graphics from art and tech perspectives
Minor: Theatre Arts

Skills & Specialties

Project Management Groupware: Asana, Basecamp, JIRA, Slack, InstaGantt, Github
Project Management Methodology: Familiar with Agile/SCRUM and Waterfall methods
Software: Adobe Creative Suite, Keynote, Excel, Google apps

References available upon request.