

C H R I S F R I S O N

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Houston, Texas
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EDUCATION

University of Kansas; Lawrence
Bachelor of Fine Arts Industrial Design, December 1995

OBJECTIVE

To obtain a full time position as a designer in a firm focused on creative solutions to client needs.

DESIGN FOCUSES

Consumer and medical products
Residential furniture and lighting
Museum and educational exhibits

QUALIFICATIONS

Adaptability to different types of projects
Enthusiastic and motivated by new challenges
Highly creative and innovative
Hard worker

AWARDS

Finalist: Design Emphasis, International Woodworking Conference

EXPERIENCE

APRIL 1996-
Houston, TX

Exhibit Designer □ □ Houston Museum of Natural Science
Worked with a team designing The John P. McGovern Hall of the Americas, an exhibit dedicated to the early cultures of North America, Mexico, and South America. Lead designer for the Aztec section including a re-creation of the Aztec temple located in Tenochtitlan.
Lead designer for the Fondren Discovery Place, a hands on physics learning area for children. Duties included project management, design of hall environment, designing interactive exhibits, and fabrication.
Lead designer for several temporary exhibits including: The Dinosaurs of The Lost World.

SUMMER 1994
Houston, TX

Internship □ □ □ Houston Museum of Natural Science
Created computer based interactive animations for Alternative Energy and Geovator sections of Wiess Energy Hall. Duties included design, modeling, and animations of 3D components and scenes.
Worked on team responsible for construction of the Cockrell Butterfly Centers, Brown Hall of Entomology exhibit. Duties included framing, sheet rocking, cabinetry construction, finish work, and installations of exhibit materials and content.

SKILLS

COMPUTER

Macintosh and PC Systems

PROGRAMS

Ashlar Vellum, Illustrator, Photoshop, Quark, 3d Studio
□ (Additional Program provided upon request)

GENERAL

Woodworking, sculpting, and metal working