

ALEX KLINGER

ALEXKLINGER.COM
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University of Colorado Boulder *B.A. Technology, Arts, & Media for Civics, 2015*
Defended thesis for individually structured major

ATLAS Black Box Theatre *Production Technician 9/2012 - present*

Took on leadership role by developing professional technical expertise on all systems including lighting, audio, projection, and video.

Performed as master electrician, lighting designer, recording engineer, and front of house audio engineer for diverse number of projects including multimedia, aerial dance, opera, theatre, interactive and immersive art.

Quantified Self *Production Designer 2/2016 - present*

Immersive theatre piece that leverages the audience's social media data to personalize the experience.

Led Lighting Design, Sound Design, Art Direction for fictional company DesignCraft, asst. Set Design and Build.

WARES *Cofounder 5/2014 - 5/2016*

Conceptualized art collective and executed event planning, marketing, web development, branding and identity design.

PhET Interactive Simulations *Graphic Artist 1/2015 - 5/2015*

Creation of graphic art used in educational science simulations.

Web development and design of online merchandise store.

Worked as part of development team to make the phet.colorado.edu home page more user friendly.

Helped develop strategic plan to reach university wide web accessibility goals.

Makers Collective *Founder & President 9/2014 - 5/2015*

Launched campus resource for collaboration in Physical Computing, Art, and Design.

Planned four workshops in first semester.

Helped establish the first Hackerspace at CU Boulder, the BTU Lab.

SKILLS

Lighting theatrical and concert lighting design, programming, show operation, dimmers, DMX512 ETC: Eos software. Consoles: GIO, Ion. **Audio** recording, mixing, Pro Tools, Logic Pro, Ableton Live. **Video** QLab, Isadora, Resolume. **Digital** typography, identity, branding, web, Arduino, HTML5, CSS, Javascript, JQuery, Processing, Illustrator, Photoshop, Indesign, After Effects **Misc.** Painting, digital fabrication, basic hand tools and woodworking, circuits, soldering, microprocessors.