Attach Cover Letter: In one page please describe your interest in the Solomon R. Guggenheim Museum and the Internship Program. How have your previous experiences prepared you for this internship? What are your goals and objectives in obtaining this internship?

The Soloman R. Guggenheim Museum Internship Program would allow me to further develop my skills and passion for creating interactive artistic spaces. I admire how the Guggenheim can platform a diverse range of artists and engage its local community. My experience at the Academy Museum of Motion Pictures (AMMP) in addition to my work in theatre design and production has given me the technical preparation for this internship. Working as an assistant scenic designer, lead scenic designer, and sound designer has familiarized me with the softwares and creative processes necessary for this position. In this position, I would apply my passion for thorough research– along with the skills I've developed through my hands-on experiences– to efficiently complete tasks.

I am very familiar with working with 2D and 3D softwares such as AutoCAD and Vectorworks. I worked alongside the lead scenic designer at AAMP, where my responsibilities included drafting and organizing elevations in Vectorworks. Additionally, I used Rhino to edit the 3D renderings, successfully executing directives from the design and curatorial teams.  While shadowing the Exhibitions and Productions Manager at AMMP, I developed an understanding of the museum’s day to day operating needs in addition to exhibition installation processes. During my time at the AMMP I learned how people interact with spaces and what draws their attention. I learned the importance of clarifying what an exhibit intends to communicate to an audience and how to execute that story/vision throughout the room.

While working as the lead scenic designer for Syracuse University’s Drama department production of *Sender,* I drafted and built ¼” model. While assistant scenic designing for *Working: The Musical*,I assisted in building ¼” scale models as well as notating drafting’s per the designers’ requests. My curriculum has given me experience in drafting and building models and rendering paint elevations for both small-scale and large-scale productions. Through my position/through my time working in Syracuse Stage's scenic shop, I gained hands on experience in scenic fabrication–– working from technical draftings to build scenery– and load in processes. During my time at Events and Technical Services for Syracuse University, I worked closely with Venue Managers and student orgs to set up multiple venues and sound systems for various events. Events included fashion shows, dance showcases, live concerts/music festivals, and escape rooms. On many occasions we worked closely with union staff and production companies to set up for large scale music festivals. Set-up included rigging, AV screens, and syncing sound systems.

Research is essential to creating any cohesive product. My design process implements thorough research and values collaboration with the creative team. I believe that creating space for the designer and team members to ask questions and learn together always leads to the best outcomes. If given this position, I will apply my knowledge and combine it with my hard work ethic and collaborative attitude.