

CATHERINE McCURRY

Creative Director/Technologist

Contact

61 Stagg Street, #4A
Brooklyn, NY 11206

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Skills

Programming

C/C++ (Openframeworks, Cinder)
C# (Unity - AR/VR)
Java (Processing, Android)
Python, Javascript/HTML/CSS

Hardware

Arduino, AVR, Raspberry Pi
PCB Design (Eagle)
Digital Fabrication

Media

Max/MSP, Ableton Live
Isadora, QLab
ProTools, Final Cut
Creative Suite, Sketch
Invision

Special

Music Composition
Violin, Singing, Electronics
Sound and Video Design for Theater
Choreography

I am a creative technologist and media artist with a background in science, performance, music and interactive technology. I have produced work across multiple media for brands, and created installations, performances and objects that have been exhibited internationally.

Education

NYU / MPS, Interactive Telecommunications

2012, NEW YORK, NY

3D sensing, multimedia performance, graphics programming, physical computing, interactive art and design

MIT / BS, Physics

2007, CAMBRIDGE, MA

Applied Physics, Psychoacoustics and electronic music at the Media Lab, Minor in Music and Theater, composition and Violin Performance at NEC, acting, directing, media design for the stage

Experience

Freelance / Creative Director/Technologist

2017 - PRESENT, NEW YORK, NY

Creative concepts, writing, art direction, creative direction, prototypes, and custom software. Specializing in interactive/participatory experiences.

Droga5 / Creative Technologist + Writer

FEBRUARY 2015 - FEBRUARY 2017, NEW YORK, NY

Answering client briefs and new business pitches - including a new global campaign for Uniqlo, campaigns for Osteo Bi-flex and Nature's Bounty, an interactive race for Prudential, and winning pitch for CoverGirl. Creating hardware and software prototypes and experiences. Somehow writing and producing two TV commercials.

Clients: Android, Google, Uniqlo, Nature's Bounty, Prudential, Mailchimp, CoverGirl

Wieden + Kennedy / Creative Technologist

SEPTEMBER 2012 - JANUARY 2015, NEW YORK, NY

Answering client briefs, creative and art direction, hardware and software prototyping and production, consulting on tech-based projects with other creatives, producers, developers, and production companies.

Clients: Delta, Southern Comfort, ESPN, The Gap

Freelance / Media Designer and Programmer

2007 - 2012, NEW YORK, NY

Designing and programming sound and video for plays and performances at venues such as PS 122, The Public Theater, The Kitchen, and the National Theater of Hungary.

Awards

ADC / Young Guns 12

2014

D&AD / Yellow Pencil

2014 Innovative Use of Technology, The Photon Shower

AdWeek / Gold Medal

2014 Project Isaac Marketing Invention, The Photon Shower

IIE / Fulbright Award for Study Abroad

2008 Multimedia Performance, UdK Berlin