

EXPERIENCE **Pèndulum**, Terrassa (Barcelona), Spain*Exhibit Developer and Collaborator,*

July 2005 – July 2006 (a one year leave of absence from the Exploratorium)

- Participated in a four person team to develop an outdoor exhibit area in Vallparadiso, a twelve acre public park in Terrassa. Designed a drawing table, camera obscura, and a distorted room to fit into the park's setting.
- Developed exhibit prototypes for a museum in Vic to demonstrate some physical properties of copper. Videos of a few prototypes are available at www.gibbondesign.com.
- Built three different Kelvin water drop generators. The Universidad de Cantabria Physics department purchased one of the models.
- Helped Marc Boada research and write articles about Kelvin Generators (May 2006) and Magnetic Levitation (February 2006) for Investigación y Ciencia, the Spanish version of Scientific American.
- Conceptualized and built a camera attachment for taking 3D anaglyph photos.

The Exploratorium, Exhibit Services, San Francisco, California*Exhibit Design and Project Manager*, February 2000 – August 2005

- Oversaw exhibit design and development staff (managed the Chief Engineer, two Mechanical Engineers, one Exhibit Developer).
- Led over 200 projects ranging from helping emerging museums build our exhibits to creating some of the first hands-on science institutions in different parts of the world from conceptualization to installation.
- Established and oversaw budgets and schedules for Projects and Design.
- Designed and constructed over 40 exhibits for outside institutions based on exhibits in the Exploratorium.
- Negotiated the design portion of the CMP reorganization in March 2005. Interviewed all employees, revised all job descriptions, and proposed reorganization and budget to senior management.
- Managed all exhibit graphics production (managed one Graphic Designer and one Graphic Designer Assistant) until a Graphics Director was hired in 2003.
- Met with customers and artists to establish contracts and negotiate prices.

The Exploratorium, Exhibit Services, San Francisco, California

Electromechanical Technician III, September 1999 – February 2000

- Designed, developed, machined and assembled four exhibits.
- Fabricated wood, plastic, and metal parts using mills, lathes, saws and other machines.
- Assembled exhibits including plumbing and electrical components.

San Francisco State University Foundation, San Francisco, California

Contract Accountant, July 1999 – August 1999.

- Helped the Foundation convert their accounting database to a Y2K compliant version.
- Learned the structure of a non-profit company's accounting system.

The Exploratorium, Exhibit Services, San Francisco, California

Mechanical Designer (part time), January 1999 – June 1999

- Designed versions of approximately seven exhibits for sale to other museums.
- Created AutoCAD V14 drawings for all parts and assemblies and selected mechanical, electrical and optical components.
- Lead Exhibit Services team in the construction of the Skateboard Science web-cast event, designed three floor exhibits and eight ramps for the demonstration area and organized deconstruction and ramp donation to the James Denman skateboard park.

San Francisco Unified School District, San Francisco, California

Substitute Teacher (part time), November 1998 – May 1999.

- Taught a variety of subjects in grades K-12 for periods up to one week.
- Performed functions ranging from managing a library to teaching high school science.

Bryte Technologies Incorporated, Morgan Hill, California

Quality Supervisor & Technical Engineer, September 1997 - November 1998.

- Led testing facility in material qualification and acceptance testing to military and aerospace specifications.
- Supervised composite material supplier's quality assurance program, four QA employees.
- Designed testing techniques and apparatus for fiber tensile strength and resin shear strength testing.
- Worked with manufacturing and testing staff to set up, program and implement process control, mechanical, thermal and rheology testing equipment.

Honda of America Mfg. Inc., Market Quality Dept., East Liberty, Ohio
Engineering Staff, June 1995 - August 1997

- Responsible for identifying the cause of field problems on exterior automobile components and working with assembly staff, manufacturers, and suppliers to develop countermeasures.
- Designed, tested, and implemented sunroof installation fixture during mass production and worked with equipment supplier to design and install permanent fixture. Evaluated fixture's effectiveness using SQC.
- Led project involving five departments: coordinated countermeasure activity for each department, lead team meetings, requested and trained new assembly associates, and summarized progress for management.

EDUCATION BS Mechanical Engineering, 1995, University of Wisconsin - Madison, passed EIT examination, received Outstanding Senior Award, and continued education with Spanish and art classes at City College of San Francisco

MACHINING TOOLS Experienced in wood, metal, plastic and composite part fabrication using mills, lathes, drills, saws, CNC router, and TIG welding.

COMPUTER SKILLS Office: Microsoft Office programs and File Maker Pro
Graphics and Web: PhotoShop, Dreamweaver, and Fetch
CAD/CAM: AutoCAD 2004 (2D and 3D), AutoDesk Inventor, MasterCAM

EXHIBITIONS Manimal Mania (four prints)
The Luggage Store Gallery
1007 Market Street, San Francisco, California
August – September 2005

Fort Mason Café (one sculpture)
San Francisco California
October-November 2004