

Patrick Snee

Experience Design & Creative Technology

patrick@mnemonic.studio

www.mnemonic.studio

646-258-5853

I have 20 years of experience creating interactive multimedia for museums and brand environments. My expertise includes the design of exhibits, interfaces, and user-experiences, and the engineering and technical integration of multimedia applications and installations.

Professional Experience

MNEMONIC

Principal

2017-Present

Through Mnemonic I collaborate with exhibit designers and developers, media producers, and marketing agencies to build state-of-the-art digital exhibit experiences. I work on projects large and small, in roles spanning concept development, interaction design, and software engineering.

Blue Telescope

Executive Creative Director, Principal

2000-2017

As founder and principal at Blue Telescope and its predecessor, Controlled Entropy Media, I led creative and technical teams on over 400 projects for museums, visitor centers, and corporate exhibits and events. I worked hands-on in interaction design and multimedia authoring, while supervising in-house marketing, branding, and proposal development. Project highlights include:

- *Beyond Rubik's Cube* digital interactives (Jersey City, NJ, currently travelling worldwide)
- European Hematology Association: Immuno-Oncology exhibition (Copenhagen, Denmark)
- Volkswagen: visitor center interaction concept designs (Chattanooga, TN)
- Konya Science Center: multimedia exhibits (Konya, Turkey)
- Ipsen Pharmaceuticals: digital/physical injection training simulators (travelling nationwide)
- National Museum of Mathematics: exhibit experiences (New York, NY)
- *Innovation Station* interactives, Hewlett Packard Customer Welcome Center (Palo Alto, CA)
- *Alumni Connect* event apps, Harvard Business School (Boston, MA and multiple U.S. locations)
- *Keeping Brooklyn Healthy* immersive game, Barclay's Center arena (Brooklyn, NY)
- Intrepid Sea, Air & Space Museum: digital history exhibits (New York, NY)

Independent

Interaction Designer and Developer

1996-2000

I consulted on the design & development of exhibit and web-based interactives for multiple design firms and clients, including Scholastic, Pfizer, Sony, and Museum of the Moving Image.

Recent Publications and Presentations

- 2017-present: Editorial Board member, *Exhibition: A Journal of Exhibition Theory & Practice for Museum Professionals*
- 2017: "Let's Play: Gamification," presented at ExhibitorLive, HCEA Annual Conference
- 2016: "Critique: The New Cooper Hewitt Experience," published in *Exhibition*, Spring 2016
- 2016: "Technology Trends from Museums, Theme Parks, and Expos", presented at EventTech
- 2012: "All Together Now: Fostering Creative Collaboration," presented at the American Alliance of Museums Annual Meeting
- 2009: "Out of Booth Experiences", presented at ExhibitorLive

Awards and Honors

Over 100 industry awards as Creative Director and/or Designer, including

- 2015: American Alliance of Museums: MUSE Award (Beyond Rubik's Cube, *Tessellation Table*)
- 2014: SEGD: Global Design Award (*This is NPR* Lobby Interactive)
- 2013: *HOW* Magazine: Interactive Design Award (Museum of Mathematics, *Human Tree*)
- 2011: ExhibitorLive: Best in Show, Large Exhibits (*Harmony*)
- 2010: *ID* Magazine: Annual Design Review (Kodak *Digital Stream*)
- 2010: *Exhibitor* Magazine: Exhibit Design Award (*Planet Creator*)
- 2009: *Event Design* Magazine: Event Design Award (USS Intrepid *Interactive Timeline*)

Education

Brown University, BA with Honors in Semiotics and English, 1991

- Professional Memberships and Affiliations: American Alliance of Museums, National Association for Museum Exhibition, Society for Experiential Graphic Design, AIGA