SOPHIA CROCKETT-CURRENT

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I consider myself to be a maker: not a programmer, not a seamstress, not a knitter, but a maker. I love learning new ways to make interesting things, and prefer not to let my current skill set get in the way of my goal. I have four years of hands-on development experience in a research and technology lab interspersed with three years of work in costuming as an entry level seamstress and as an assistant to the shop manager. JOB EXPERIENCE

Shop Hand

- Organizing costume stocks
- Hand and machine stitching
- Assisting costume designer
- Supervised work

Shop Hand

- Hand and machine stitching
- Cutting and layout
- Unsupervised and supervised work

X-Dimensional Designer

- Programming and asset creation for various projects
- 3D printing and printer maintenance
- Developing demonstrations for use in tours and open houses
- Presenting work and answering questions at tours and open houses
- Maintaining and building VEMI's social media presence via Instagram and Twitter
- Updating lab website as needed •

Web Intern

- Website formatting for Maine's Midcoast and Islands •
- Competitor comparisons for Cport Credit union, Bow Street Market, and Maine's MidCoast and Islands

Videographer

- Filming meetings and town events
- Writing questions for and conducting interviews
- Editing footage for export to television

SKILLS

- Unity3D
- 3D modeling software: Solidworks, Maya, and Inventor
- 3D printing software: Simplify3D, Meshmixer, and MakerBot
- Programming languages: C#, C++, Arduino, and Python
- Adobe software: Photoshop, Illustrator, After Effects, and Animate
- Website builders: Wordpress

EDUCATION

University of Maine Honors College New Media Major **Theater Double Major**

Orono, ME September 2016-Present

Briggs Advertising, Bath, ME Winter, 2016

Public Access Television, Acton, ME Mar 2010-Dec 2015

SPA Costume Shop, Orono ME Sep 2017-Present

Penobscot Theater Company, Bangor, ME Jan 2019-May 2019

VEMI Lab, Orono, ME Sep 2016-Present