

Hayden Carey | Creative & Technical Producer

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haydencarey.com

About Me

I am a storyteller and creative producer who is passionate about immersive experiences that awaken the imagination and engage both the physical and digital worlds.

Technical Skills

- Building Engaging Presentations (Google Slides, Power Point, Bulletin Boards)
- Visual Communication (Adobe Creative Cloud)
- Interactive Development (TouchDesigner, MadMapper, Arduino, Processing)
- Physical Computing with Microcontrollers
- Real-Time Collaborative Platforms (Miro, FigJam)
- Project Management (Resource Planning, Budgeting, Scheduling, Gantt Tools)
- Data Collection & Interpretation (Google Sheets, Excel, Airtable)

Experience with

Bluebeam Revu, HTML/JavaScript/CSS, Python, Unity, C#, Three.js, DMX Connection, Figma, Max, Git/Github, Processing, Blender, Arduino, Sculpting, Painting, VR, Foam Core Model Making, Sketchup

Soft Skills

- High Volume & Quality Output
- Strong Leadership
- Efficient
- Collaborative
- Empathetic
- Calm Under Pressure
- Detail Oriented

Art Projects

- **The Lonely Reef** | Creative Producer | Santa Fe | 2024-present
- **Artifact of the Astral Valley** | Interactive Lead | Santa Fe | 2023
- **Finley's Van** | Creator | NYC | 2022

Experience

Meow Wolf

Creative Producer
Santa Fe, Dec. 2021 — present

- **Project Creative Producer:** Driving Meow Wolf's LA experience through its lifecycle, protecting the Creative Vision, meeting critical deliverables, managing a scope of over \$7 million, and aligning a team of 100+.
- **Blue Sky Producer:** Led Meow Wolf's most exciting Blue Skies, crafting resource plans, distilling the Creative Vision into compelling visuals, and delivering on business parameters.
- **Global Leadership:** Standardized workflows across the company, including inclusive workstreams, gate presentations, and comprehensive creative documentation.

Future Colossal

Experience Producer
New York, Aug. 2021 — Dec. 2021

- Worked closely with cross-functional team of creative technologists to deliver projects at the highest possible creative and technical standards.
- Lead producer on *Cosmic Camp*, an intergalactic family adventure.

Super Impulse

Marketing Coordinator
Remote, Jan. 2021 — Apr. 2021

- Made marketing decks and designed the brand's first Amazon storefront for a leading miniature toy company.

Invisible North

Producer
New York, Sept. 2019 — Apr. 2020

- Served as the Producer on experiential marketing events and activations such as *Amazon's Museum of Modern Love*, *Spotify's Stay Scary Halloween Shop*, *Netflix's The Irishman Little Italy Takeover*, and more.

Education

New York University

Tisch School of the Arts
Global Low Residency M.A. Interactive Media Arts, 2021

- **Coursework:** programming, game development, graphic design, physical computing, intentional experience design, world-building
- **Thesis — *Finley's Van*:** a physical installation infused with science fiction narratives and interactive technology, exploring the connection between physical objects and memory.

New York University

Steinhardt School of Culture, Education, and Human Development
B.S. Media, Culture and Communication, 2020
Minor in Business of Entertainment, Media, and Technology