Chip Limeburner

Work

May 2021 – Present	**Research Assistant - Concordia University** Supervised by Dr. Rilla Khaled, in the domain of speculative play. Responsible for the conception and fabrication of technical prototypes to support social inquiry.
Dec. 2018 – Apr. 2021	**Production Designer – Puzzle Workshop, Irvine** Design of escape games including narrative and environment, providing concept art and technical documents. Further duties including playtest oversight and coordination of a small team of skilled fabricators. Duties carried out remotely with occasional on site presence. *Projects: Mission to the Stars*
Apr. 2018 – Dec. 2018	**Designer/Fabricator – Escaparium/Ezkapaz, Montreal** Design and fabrication of escape games including puzzle, scenic, and prop elements, as well as coordination and supervision of coworkers to ensure the final product is faithful to designs and company standards. *Projects: The Wizard Four and the Book of Black Art, Time Stop Barber Shop, The Wizard Four and the Rise of Lord Thulsa*
Jan 2015 – June 2018	**Freelance Scenic Designer** *Montreal West Children's Library, The Soap Factory's Haunted Basement, West Island Theatre Association, Lakeshore Players Minnesota*

Education

Fall 2020 – Present	**B.F.A. Computation Arts - Concordia University, Montreal**
2012 - 2015	**B.Sc Neuroscience – McGill University, Montreal** Minor in Cognitive Science (spec. Computer Science and Linguistics).
2010 - 2012	**DEC Arts & Science – Marianopolis College, Montreal**

Additional Courses & Training

Summer 2021	**Creative Writing I - TECWS, Online** Taught by Ted Dougherty
Winter 2020	**Introduction to Show Control - TECWS, Online** Taught by Etienne Sainton
Spring 2017	**Intro to Environment Design – Syn Studio, Montreal** Taught by Lincoln Hughes

Organizations

Fall 2021 – Present	**VP Communications - TEA @ Concordia student association**
Oct. 2016 – Mar. 2019	**Board of Directors – Twin Cities Horror Festival, Minneapolis** Member-at-large

Technical Skills

Tools
Common wood shop tools (drill, drill press, various handheld and table-mounted power saws, router, electric chisel), soldering iron, hot knife

Techniques
Trompe l'oeil painting, wet sculpting for scenic texture (plaster, cement, silicone), foam carving, various illustration media (ink, acrylic, watercolor, digital)

Software
Microsoft Office Suite, Adobe Photoshop & Illustrator, 3D modeling (SketchUp, Blender), Arduino programming, general experience with various programming languages (Java, C, Python, HTML/CSS/Javascript), TouchDesigner

Other Skills & Assets

Language
English – Native Fluency
French – Working Fluency

Citizenship
Dual Canadian – American Citizenship