

LANCE TANKERSLEY

me@LanceTankersley.com • <http://www.LanceTankersley.com>

MUSEUM/SCIENCE CENTER PROFESSIONAL

Exceptionally innovative Multimedia Production expert with more than 17 years of diverse experiences providing technical and design expertise to multimedia projects, ranging from immersive theater productions to interactive exhibits to furniture and lighting. Adept at creating state-of-the-art educational projects in a science center setting that contributes positively to society and supports the US as a leader in Science, Technology, Engineering, and Math (STEM). A consummate professional and leader who excels as an individual and in a team setting. I enjoy working in a challenging position with a dynamic, socially conscious, and forward-thinking organization.

Proven skills and expertise in:

- Full Video Production/Post-Production
 - Informal Education Program Development/Execution
 - Immersive entertainment/Educational Show Production
 - Graphic Design
 - Animation (3D)
 - Motion Graphics
 - 3D Modeling
 - Storyboarding
 - Scriptwriting
 - Interface Design
 - Digistar Programming
 - Design/Execute Interactive Exhibits/Displays
 - Website Design
 - 3D Printing
 - DMX Controlled Lighting
 - Grant Writing
 - Professional Interviewing
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EDUCATION AND CERTIFICATION

Master of Arts (In Progress), Museum Studies
Johns Hopkins University, Baltimore, MD

Dual Degree: Bachelor of Fine Art, Computer Art and Film/Video Production
Savannah College of Art and Design, Savannah, GA

AWARDS

- 2016, The Chancellor's Service Excellence Individual of the Year Award (Silver),** The University System of Georgia
 - 2016, Presidents Staff Excellence Award,** Columbus State University
 - 1999, Awarded First Place** of the Chattahoochee Film and Video Festival
 - Short Film "Epicenter" won "Best Lighting" award** in the first Damah Film Festival www.damah.com
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PROFESSIONAL EXPERIENCE

COLUMBUS STATE UNIVERSITY

Video Producer – Special Project (2006 – 2015)

Key Contributions:

- Served as Video Producer for the university's annual, "Welcome Back" event, the President's address.
- Singlehandedly created and produced a 3-5 minute University highlight reel that's used to kick off the event.
- Planned and implemented a one month production process that included using approximately 150 photos and videos of faculty and staff, created music video, manipulated and edited/mixed all audio, designed and created motion graphic animation, manipulated and edited photos, video, and more.
- Applied excellent time and project management methods to successfully meet deadlines and exceed expectations.

COCA-COLA SPACE SCIENCE CENTER

Exhibit Designer (2004 – Present)

Key Contributions:

- Utilize knowledge and expertise in creating, designing, fabricating, and maintaining several multimedia and interactive exhibits.
- Successfully assisted with transitioning the Coca-Cola Space Center into a museum by securing \$17M in NASA artifacts.

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- Artifacts included a Space Shuttle Main Engine Nozzle, two consoles from firing room 3 at NASA's Kennedy Space Center, an Escape Basket from launch pad 39A and a 1/4 scale Space Shuttle engineering test model, including external tank and two solid rocket boosters measuring over 50ft in length.

Theater Director (2002 – Present)

- Utilize superior leadership skills in the day-to-day management of the Omnisphere theater operations.
- Provide direction and supervision to the maintenance needs of the theater equipment.
- Make professional recommendations regarding the purchases, installs, and equipment updates.
- Coordinate and manage content of world-class shows which includes animation, video production, sound production, programming, location, talent acquisition, and more.
- Compose and facilitate RFPs for project bid generations.
- Provide supervision to support staff, ensure program scripts and content adheres to the University's mission and meets requirements.
- Manage sales activities for the show which includes marketing, negotiating, and delivery.
- Conduct appropriate research in the planetarium industry to keep abreast of new and innovative technologies.
- Research entrepreneurial opportunities that will positively advance the mission of the science center and Columbus State University.

Omnisphere Theater Show Producer (1999 – Present)

- Produce and facilitate many aspects of world-class show content including animation, video production, sound production, programming, location, talent acquisition, and more.
- Compose and managed RFPs to generate project bids.
- Conduct planetarium industry research to explore the availability of ready-made shows and new and innovative technologies being introduced.
- Investigate entrepreneurial opportunities that are in line with the mission of the science center and Columbus State University.

Other Professional Experience:

Muscogee County School District
Technology Trainer, 2010 – 2014

Alumni Research
Artistic Director, 1994 – 1998

Columbus State University
Motion Graphic Designer, 2013

NOTABLE ACCOMPLISHMENTS

- Wrote complete collections management policy for the Coca-Cola Space Science Center.
- Awarded an ASTC grant (backed by Disney), wrote and facilitated two 3D printing workshops.
- Designed and taught a week long 3D printing curriculum to 3rd graders introducing them to 21st century tools. http://www.ledger-enquirer.com/2014/12/23/3482311_mechanical-hand-a-gift-for-third.html?rh=1
- Secured the rights from Dr. Seuss Enterprises to produce national full-dome planetarium animated film, and served as Executive Producer.
- Conceived and co-managed \$1.5M renovation of the Coca-Cola Space Science Center.
- Collaborated with NASA to broadcast celestial events to a worldwide audience: Transit of Venus 2012 webcast from Alice Springs, Australia and the Mars Curiosity Rover Landing 2012.
- Awarded the Engineering.com award for producing scientific and mathematic visualization podcast for Muscogee County School District's Podcast Program.
- Produced several educational video Podcasts for Muscogee County School District's Podcast Program including the animated opening. www.MCSDPodcast.net