

Andrew Murdock

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Education:

Rhode Island School of Design RISD Providence, RI
Bachelor in Fine Arts, Sculpture and Film, Animation, Video / 2013

Teaching Experience:

Teaching Artist / Puppetry in Practice / Fall 2014-Current
Teach art and video with a primary focus on puppetry in Brooklyn Public Schools for ages 8-14. Classes include recycled marionette building, shadow puppetry, collage, toy theater video and paper-mâché masks. I also developed and perform a solo puppet show of *Anansi and his Six Children* for 6-11 year olds.

NYC Coordinator and Teacher / The Wayfinder Experience / Spring 2014- Fall 2015
Teach homeschool and afterschool programs in Central Park for 7-14 year olds. Daily activities include a variety of games, improvisational theater training and playing a theatrical version of capture the flag with safe foam sword combat. I also schedule and coordinate the events and birthday parties.

Internships:

Puppet Kitchen New York, NY / Winter Internship / 2014
Worked on a variety of projects from re-stitching fleece hand puppets to assisting with the creation of ten-foot-tall t-shirt for H&M commercial "The Breakup."

Puppet Heap Hoboken, NJ / Summer Internship / 2013
Learned skills and worked in professional production workshop in fabricating and maintaining foam hand puppets for television. Also assisted with the assembly of a full body walk-around puppet costume.

Theater Experience:

The Wayfinder Experience / Head of Sets and Props / Summer Camp / 2008-2015
Untameable / Prop Design / Designed and constructed props for original immersive theater show / 2015
We Are Samurai / Puppet Fabrication / Designed and constructed two cat puppets for original play / 2013
Tandem Otter Productions / Internship / Assisted Basil Twist with construction of 12ft tall puppet / 2013
Yermodea Raw / Associate Puppet Director / Built and performed puppets for play by Erik Ehn / 2012
Gorey Stories / RISD Theater Production Workshop / Built puppets, directed and performed / 2012
69° S / Internship / Assisted Erik Sanko of Phantom Limb with construction of marionettes / 2010
Puppets in Prague / Workshop / Hand carved wooden marionette with Czech master Mirek Trejtnar / 2009
Bread and Puppet Theater / Apprenticeship / Collaborated and performed with Peter Schumann / 2008

Skills:

Computer: Mac and PC, Adobe Photoshop, Illustrator, After Effects, Final Cut Pro, Dragon Stop Motion, Pro Tools

3D: Knowledge of construction techniques, woods, metals, plastics, adhesives, mold making and casting techniques, hand and machine sewing, pattern making, clay sculpting, woodcarving. Shop tool experience such as lathe, table saw, band saw, joiner, and knowledge of gas, MIG and TIG welding and other metal forming techniques.

2D: Knowledge of paints and other mediums, sketching, working drawings, principles of painting for 2D and 3D projects.