

# Kellie Dunn

Seattle, WA, USA  
510-508-2114  
[kelliead@gmail.com](mailto:kelliead@gmail.com)

Portfolio of work: [www.kelliead.com](http://www.kelliead.com)

## Qualifications and Skills

Versatile artist, engineer, and teacher with strong communication skills.

Extensive arts/entertainment background as a costume-craft and wearable prop specialist. My work has been seen on professional theatre, opera, and ballet stages, as well as in films, conferences, fashion shows, art exhibits, corporate presentations, educational institutions, retail displays, and digital media.

M.S. degree in Human Centered Design & Engineering focused on digital fabrication tools and processes, physical prototyping, user centered design, wearable and haptic interaction. Recent related work includes creation of wearable e-textiles and soft circuits with integrated electronic components, microcontrollers, conductive textiles, and other technology.

Craft and design teaching experience in live remote/online courses, in-person workshops, and digitally documented formats. I have taught university students, interns, workrooms, and peers.

## Education

M.S. Human Centered Design & Engineering, 2020  
University of Washington, Seattle

- Human-computer interaction, digital fabrication, e-textiles, rapid prototyping.

B.S. Drama, 2002  
University of California, Irvine

- Costume design and stagecraft, Digital Arts minor, Campuswide Honors Program

## Professional Experience

### Machine Agency Lab

University of Washington College of Engineering  
Department of Human Centered Design & Engineering  
Research Engineer, starting December 2020

- Work on open source automation tools for scientific exploration, under the direction of Dr. Nadya Peek. Machine Agency develops extensible and open-source machines for low-volume automation tasks. This part time role relates to the Jubilee3D platform, a computer-controlled motion platform that accommodates multiple end-effectors. Responsibilities include: building Jubilees and customizing their software and hardware for specific workflows; developing and testing multi-tool workflows for applications including chemical engineering, biology, and digital fabrication; facilitating the building and running of Jubilees by others in the community; updating the Jubilee project documentation.

### Machine Agency Lab

University of Washington College of Engineering  
Department of Human Centered Design & Engineering  
Field Agent, January - November 2020

- As a graduate student researcher, and then volunteer, I contributed to the build, documentation, and testing of Jubilee3D, an open source CNC motion platform with integrated tool changer. My team conducted research & analysis of the Jubilee online builders community resulting in co-authorship of a paper we are preparing for future publication: "Jubilees in the Wild: How Early Community Builds, Customizes, and Extends an Open-Source Tool-changing Machine" (Dr. Nadya Peek, Joshua Vasquez, Kellie Dunn, Cynthia Feng.)

### Seattle University

Department of Performing Arts & Arts Leadership  
Adjunct Instructor, Spring 2020

- Designed and taught a 1-quarter undergraduate special topics course, "Theatre Crafts," about craft fabrication disciplines, materials, and techniques. Course content included creative process documentation & presentation, career paths in theatre crafts, sculptural/3D materials, digital fabrication, leather crafts, puppetry, fiber-specific dye techniques, millinery, costume distressing, artist health & safety. As part of the sudden conversion from hands-on instruction to remote learning due to the Covid-19 pandemic, I redesigned the course, recorded and produced a series of remote interviews with professional theatre craft artisans, and invited these professionals as guest artists to Q&A sessions with the students.

University of Washington School of Drama  
Theatre Crafts Instructor, Spring 2016

- Designed and taught a 6 week Costume Crafts workshop for graduate design students. Topics included fiber-specific dye techniques, millinery, fabric painting & surface modification, costume distressing, sculptural materials, artist health & safety.

#### Freelance & Contract

Master Craft Artisan, Master Dyer, Craft Specialist, Puppet Artisan

Various projects, 2008-2020

- Highlights: design and construction of e-textile sound-responsive costume masks for “ItsFOxy” YouTube content creator, 2020; co-design and build of wearable e-textile “8-bit Atari Heroine” costume with integrated lights and microcontrollers for the Atari Women research project, 2019; costume fabrication for “I AM THAT” film, production in 2016; custom silk dyeing for Michael Cephess Studio for Seattle Symphony at Carnegie Hall, 2014; various craft and millinery projects for Andor Studio in Seattle; puppetry projects for Puppetlandia studio in Seattle including muppet style sportscasters for the DOTA 2 International in 2016.

#### Seattle Children’s Theatre

Master Craft Artisan & Dyer, 2014-2017; Puppetry Assistant, 2019

- Seasonal staff position in the costume shop. Created, modified, and fit specialty theatrical costumes, accessories, and wearable props with a wide range of sculptural and soft goods materials and techniques including dyeing, millinery, patterning/draping, stitching, sculpture, painting. Heavy interdepartmental collaboration with Props, Puppetry, and Wardrobe. Significant reorganization of the Craft & Dye workspaces. Served on the theatre’s Safety Committee.

#### Seattle Repertory Theatre

Master Crafts Artisan & Dyer, 2008-2014; short contracts 2014-2020

- Seasonal staff position in the costume shop. Created, modified, and fit specialty theatrical costumes, accessories, and wearable props with a wide range of sculptural and soft goods materials and techniques including dyeing, millinery, patterning/draping, stitching, sculpture, painting, molding & casting, distressing. Significant interdepartmental collaboration with Props, Hair & Makeup, and Wardrobe. Supervised and instructed interns and assistants. Served on the theatre’s Safety Committee.

#### Pacific Northwest Ballet

Craft Artisan, Dyer, & Wardrobe Crew; short contracts 2009-2020

- Highlights: 2015 complete rebuild of “The Nutcracker” designed by artist/author Ian Falconer, including large Mother Ginger apparatus; 2017 complete rebuild of “Jewels” designed by Jérôme Kaplan, including 100+ rhinestoned crowns and tiaras.

#### The Seattle Opera

Craft Artisan & Dyer, short contracts 2010-2020

- Highlights: Millinery and craft work on the 2016 “The Magic Flute” production designed by Zandra Rhodes, repairs and updates on the 2013 productions of “The Ring Cycle” designed by Martin Pakledinaz.

ACT Theatre (Seattle, WA)

Master Craft Artisan, short contracts 2016-2019

- Work included millinery, distressing, dyeing, leather work, mask making.

The 5th Avenue Theatre (Seattle, WA)

Craft Artisan, Master Milliner, short contracts 2011-2019

- Highlights: Leading a millinery team creating 100+ headpieces for the 2011 world premiere of “Aladdin” designed by Gregg Barnes; extensive distressing work on the 2016 “Paint Your Wagon” reboot designed by David Woolard.

Intiman Theatre

Master Craft Artisan, 2008 and 2012-2014

- Highlights: Building the wings and other craft work for both parts of “Angels in America” in 2014 designed by artist Mark Mitchell.

The Village Theatre (Issaquah, WA)

Master Craft Artisan, short contracts 2013-2016

- Highlights: Building a pastel centaur on roller skates for “Xanadu”, 2013.

American Players Theatre – Spring Green, WI

Costume Crafts, Summer 2008

- Highlights: Large scale sculptural donkey head and fiberglass “wall” costume pieces for “A Midsummer Night’s Dream.”

First Stage Children’s Theater – Milwaukee, WI

Master Crafts Artisan & Dyer, 2004-08

- Seasonal staff position in the costume shop. Created, modified, and fit specialty theatrical costumes, accessories, and wearable props with a wide range of sculptural and soft goods materials and techniques. Set up a brand new crafts and dye workspace and storage when the company moved into the Milwaukee Youth Arts Center in 2005.

Colorado Shakespeare Festival

Crafts Apprentice, 2001; Master Crafts Artisan, 2005-07

- During my tenure as a Master Artisan, I supervised interns and assistants in our fast-paced shop that had a reputation for turning out imaginative, inventive creations and techniques.

Oregon Shakespeare Festival

Costume Props Artisan, 2004

The Virginia Opera  
Costume Crafts Artisan, Wardrobe Crew, 2003-04

The Santa Fe Opera  
Crafts Assistant, 2003

Berkeley Repertory Theatre  
Costume Intern, 2002-03

Shakespeare Santa Cruz  
Crafts Artisan, 2002

## Exhibits & Events

Human Centered Design & Engineering Capstone Showcase  
University of Washington; June 8, 2020

- “The Haptic Beanbag.” Presented a framework for reduced-stress haptic interaction design, and a series of experimental, modular, soft, non-prescriptive haptic interaction prototypes based on our framework.

Microsoft Research  
Redmond, WA; June 21, 2019

- Presentation about the Atari Women research project and artifacts, including our wearable e-textile “8-bit Atari Heroine” costume with integrated lights and microcontrollers.

Hypnotica 2019  
Seattle, WA; June 6, 2019

- An e-textile fashion show featuring work from UW departments of Digital Arts & Experimental Media (DXARTS) and Human Centered Design & Engineering (HCDE), including our wearable e-textile “8-bit Atari Heroine.”

Living Computers: Museum + Labs  
Seattle, WA; May 16, 2019

- “Living With Tech: Atari Women & Beyond” pop-up exhibit. Featured: wearable e-textile “8-bit Atari Heroine” costume with integrated lights and microcontrollers.

Emerald City Comic Con  
Seattle, WA; March 15, 2019

- “Celebrating Women of Atari” panel about gender minority pioneers in the game industry, accompanied by our wearable e-textile “8-bit Atari Heroine.”

### Opulent Mobility

Los Angeles, CA; December 2-8, 2018

- “Interactive Origami Migraine Aura” sculpture, made of paper, fabric, and electronics components, incorporating lights and movement controlled by a wearable e-textile pressure sensor. Opulent Mobility is an annual art exhibit re-imagining mobility, disability and access.

### DOTA 2 International

August 3–13, 2016

- Worked for Puppetlandia studio producing surprise muppet-style puppets of all of the sportscaster performers for the live broadcasted esports commentary. The DOTA 2 International is one of the largest esports championships in the world in terms of both prize pool and viewership.

### Refrigerating Engineers & Technicians Association (RETA) Convention

Bellevue, WA; November 1, 2013

- Designed and built three moving tables worn as dresses, supporting trays of food served by wandering hors d'oeuvres servers during the floor event of the convention.

### EcoLavish Fashion Show

Seattle, WA; November 11, 2011

- Designed and created paper and wire floral bouquet props for the Twice Blushed line of upcycled wedding gowns.

## Professional Associations

International Alliance of Theatrical Stage Employees (IATSE) TWU Local 887

Roster 2009-2015; Member 2015-present

Society of Women Engineers (SWE)

2020-present

National Organization of Gay and Lesbian Scientists and Technical Professionals (NOGLSTP)

2020-present