

HANNAH GOODSSELL

ASSOCIATE PRODUCER

inkblotandcoffee.com | inkblotandcoffee@gmail.com | Somerville, MA

ABOUT ME

Associate producer with experience managing creative and engineering teams to create well-designed, immersive media. Experienced in adapting to new technology, balancing artistic experience with tech constraints, app deployment, live photo & video shoots, and traditional creative projects processes. Seeking to leverage project and production management, writing, and problem solving skills in a team-based environment.

EDUCATION

Worcester Polytechnic Institute, Worcester, MA,
May 2022
BA, Interactive Media and Game Development (IMGD), Psychology Minor, Cum Laude

INTERESTS



Concerts



Theater



Skiing



Travel



Equestrian



Historical Sites

EXPERIENCE

Associate Producer, Black Math, Boston, MA, Nov. 2024 – Present

- Led cross-disciplinary teams alongside creative directors and executive producers to manage budgets, timelines, and bids for new business opportunities.
- Strengthened client relationships by translating creative goals into actionable production plans.
- Experienced in VR / MR production for large tech company using Unity, ensuring on-time delivery and smooth technical pipeline.
- Produced the MFA's *Art and Democracy* installation: developed moderation system (AI + human review) that balanced visitors' freedom of expression with safety, enabling thousands of contributions while maintaining exhibit integrity.
- Managed ongoing updates to *Wander: Unwind Your Mind*: improved app stability and engagement with mindfulness activities for children.
- Produced *Loop Dreams event package* for The Loop Lab: unified print and digital branding to support successful inaugural fundraising event.
- Produced *ISCII animation videos* for IDEXX: combined code-driven visuals with live footage to expand social media reach.

Production Coordinator, Black Math, Boston, MA, Dec. 2022 – Nov. 2024

- Led cross-disciplinary teams alongside creative directors and producers to manage budgets, and timelines.
- Managed client communication, ensuring alignment between creative vision and production execution.
- Produced 17 synchronized animations for the MFA's *Hallyu Exhibition Video*, viewed by thousands of exhibit visitors.
- Produced optimized *3D statue models* for an interactive exhibit at the MFA, enhancing accessibility and context for visitors.
- Supported *Wander: Unwind Your Mind* game development, helping children learn coping skills through immersive play.
- Supported *luxury shoe company photo shoot*, aligning visuals with refreshed brand strategy to strengthen market positioning.
- Managed installation and production of *live virtual conference & showcase experience* with satellite integration, enabling remote participation and real-time product engagement.

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MEDIA DESIGNER AND PRODUCER

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SOFTWARES

- Trello and Kanban boards
- GitHub and Unity management
- Google and Microsoft suites
- Coda and Notion
- Slack and Discord
- Basecamp
- Dropbox

SIDE

PROJECTS

- *Film Photography* – exploring composition, lighting, and film combinations using Pentax and Olympus cameras.
- *Fiction Writing* – practicing writing techniques and style.
- *Leather Working* – designing and crafting leather journal covers to bring all my thoughts on the road with me.

SOCIAL NETWORK



[@Hannah Goodsell](#)



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ADDITIONAL EXPERIENCE

Fellow, WPI Intentional Design Studio, Worcester, MA,

Jan. 2021 – Aug. 2022

- Partnered with Worcester-area cultural institutions to design and launch apps, websites, and digital solutions.
- Produced *A Jersey for Helmutt* for the Worcester Art Museum, managing an agile student development team and conducting quality assurance testing while designing UI/UX vector assets.
- Audited the *Jazz History Database* website, delivering usability improvements that enhanced navigation and increased visitor engagement.

Interactive Media Designer & Researcher, WPI Departments, Worcester, MA

Aug. 2021 – May 2022

- Produced and fabricated *Woo MiniMuseum: Connection*, five interactive installations exploring visitor perception of museum interactivity and exhibit design.
- Conducted *visitor experience survey* to collect and analyze feedback to evaluate and improve experience design outcomes.

Media and Technology Consultant, Museum of Design and Applied Art in collaboration with WPI, Reykjavik, Iceland

Mar. 2020 – Oct. 2020

- Led a small, cross-disciplinary production and research team of students to create a *videography production guide* for museum staff to replicate sample interviews.
- Developed “*Storage Room Stories*” online archive featuring local artist interviews reconnecting museum audiences with hidden collection pieces during the 2019 COVID pandemic.

Videographer and Editor, Refugee Artisans of Worcester in collaboration with the Worcester Center for Crafts

Oct. 2019 – Jan. 2020

- Filmed and edited “*Crafting A New Home*” exhibit video, providing cultural and historical context for featured artworks..