

# MICHAEL PALUMBO

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VENICE, CA 90291

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## WHAT I CAN DO FOR YOU

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Design unique, cutting-edge exhibitions and environments that “educate, inform and entertain.” Translate client vision and purpose into an aesthetic and sensory visitor experience. Formulate interpretive concepts that tell your story in the most effective way.

## SUMMARY OF QUALIFICATIONS

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Highly skilled at conceptualizing, planning, designing, and executing. Adept at providing supervision and art direction in all phases from concept through final installation. Able to focus on the total picture as a leader, team player and motivational problem solver.

Projects include:

- World expositions
- Interpretive and educational exhibits
- Themed entertainment attractions
- Science centers
- Custom showrooms
- Visitor centers

Extensive experience in spatial design and planning to achieve effective traffic flow, architecture refinement and ADA-requirements adaptation. Highly proficient in producing renderings, scale models and color schemes. Proven expertise in each phase of design development:

- Master planning
- Initial concept
- Schematic design
- Design development
- Construction documentation
- Final installation

## PROFESSIONAL AFFILIATIONS

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**National Association for Museum Exhibition (NAME)**  
**Industrial Designers Society of America (IDSA)**  
**Los Angeles Conservancy** Emeritus Chairman, Modern Committee

## **EDUCATION**

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Bachelor of Industrial Design, Pratt Institute, Brooklyn, NY

## **PROFESSIONAL EXPERIENCE**

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**Lead Designer**, the United States National Slavery Museum, Fredericksburg, VA  
Lexington, Arleta CA, 2005– 2006

Developed and transformed client's master plans into a viable schematic design solutions to attain client's interpretive goals. Responsible for developing the conceptual design phase for the first two major galleries in the visitor experience. The process included research, storyboards, concept sketches, presentation renderings, interactive and special effect ideas, floor plans, elevations and model making.

Galleries include 3,500 sq. ft. *Cradle of Civilization* and 4,000 sq. ft. *Community Life in Africa*, 1400 to 1700 exhibits.

**Design Manager**, Petersen Automotive Museum, 2001–2005  
Los Angeles, CA

- Developed all exhibition elements from concept through final installation. Managed all outside vendors in fabrication and production. Prepared annual budgets and critical-path schedules for each exhibition. Managed operation of exhibit department by reviewing bids and submitting orders to the general manager and chief financial officer.
- Hired and managed graphic designers for each show and art-directed the complete graphic design package for each exhibition, including all interpretive panels and exterior billboards and banners. Provided art and design assistance to all departments within the museum.
- Oversaw and managed the exhibit technician to maintain exhibit interactives, audiovisual elements, lighting and general maintenance. Coordinated operation and necessary repair of all audiovisual equipment with outside vendors.
- Played major role in self-study evaluation for the Museum Assessment Program – reviewed by the American Association of Museums – for accreditation.

**Independent Design Contractor**, 1997–2001  
Los Angeles, CA; San Francisco, CA; Orlando, FL

**Lead Designer**, Barry Howard Limited, 1981–1997  
Larchmont, NY; Santa Monica, CA

**Lead Designer**, Toshihiko Sakow & Associates, 1984–1995 Teaneck, NJ