



Mabel Nash

Experience

29/05/2023 – 28/06/2023

Video Designer • Video Operator • **VJ Personal Project**

18/09/2023- 27/10/2023

Assistant Carpenter • Opera Double Bill

30/10/2023 - 12/11/2023

Co-Creative Director • Video Designer • Guildhall School of Music and Drama Aerial Performance

13/11/2023 - 08/12/2023

Researcher • Video Designer • Audio Analystist • **Personal Projects** • Audio-Visual Reactivity

08/01/2024 - 16/02/2024

Master Camera Tracker • Resolume Operator • Assistant AV Technician • Guildhall School of Music and Drama • **Film Project: The Road Ahead**

19/02/2024 - 29/03/2024

Researcher • Technician • HoloSys Operator • Target 3D and Guildhall School of Music and Drama • **Guildhall Production Studios** • **Target 3D** • HoloSys Research Project

16/04/2024 - 17/04/2024

Technical Manager • Teaching assistant • **Guildhall Get Backstage Programme**

23/05/2024 - 30/06/2024

Curator/Designer • Technician • Resolume Operator • Touchdesigner Operator • Interactive Project

16/09/2024 - 25/10/2024

Senior Video Designers • Crew • **Blackpool Lightpool** • **Guildhall Production Studios**

Contacts



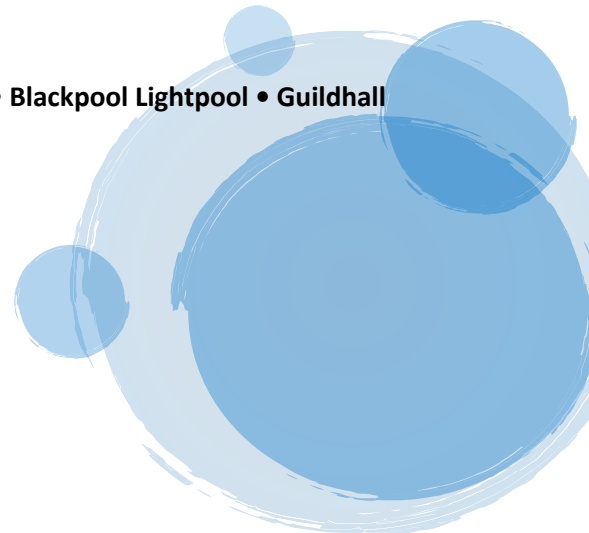
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Skills

- Word
- PowerPoint
- Excel
- Adobe Photoshop
- Adobe After Effects
- Adobe Premier Pro
- Touchdesigner
- Resolume Arena
- Stype: Virtual Production Solutions

- HoloSys: Volumetric Capture
- Motion Tracking
- Video Compiling
- Communication
- Teamwork
- Punctuality
- Leadership
- Conceptualist
- Researcher
- Curation

Education

Guildhall School of Music and Drama

- BA Digital Design and Production 2025

Ashcroft Technology Academy , London

- A-level: Music Grade C
- A-level: Mathematics Grade C
- A-level: Business Grade B
- GCSE: Maths - 9 • Further Maths - 9 • Additional Maths - A • Music - 7 • English Literature - 7 • English Language - 7 • Biology -7 • Physics - 8 • Chemistry - 8 • Geography-8 • Citizenship - 8 • French - 6 • BTEC Performing Arts - Distinction*

Communication

Among all the roles I have carried out, communication has been one of the top skills utilised throughout. From communicating the visions of choreographers into visual media, to describing the nature of new technology to clients looking to utilise innovative systems. During my most recent project, being researched based a lot of the conversations were observation based and required trial and error in order to prepare for any questions for clients looking to use the system. It took patience and understanding of my own technical knowledge to explain the nature of certain systems to individuals with less understanding or the discipline in order for them to apply that understanding to their own goals and objectives.

About Me

I am a hardworking, aspirational individual, fascinated by the world of installation art and immersive spaces. My own work is fuelled by my research into audio-reactivity within Touchdesigner and audio responsive visuals. I have worked across various projects for digital design, stretching from visuals for choreography, live music and film production and projection mapping. As an individual I hope to work in the immersive art world and integrating my own knowledge of audio and visual interactivity into the commercial and public art sectors.

