

WINSLOW CAVANAUGH

EXPERIENCE

EDUCATIONAL TECHNOLOGY, NYU, BROOKLYN, NY 2017 - PRESENT

- Established and led NYU Tandon Online's media production department, developing scalable studio and production workflows for instructional media
- Designed and optimized pre-production workflows and content pipelines to support remote and hybrid learning formats
- Shaped visual strategy and managed production from concept to delivery, creating cohesive and engaging instructional content
- Collaborated with faculty, marketing teams, and academic stakeholders to align video content with pedagogical, branding, and strategic objectives while guiding creative direction through collaborative decision-making
- Mentored graduate assistants, developing their skills in visual storytelling, production tools, and effective collaboration in remote production environments

CREATIVE PRODUCER, IBM, NEW YORK, NY 2016

- Conceptualized and produced internal digital campaigns for executive audiences aligning creative strategy with IBM's communications goals
- Collaborated with cross-functional teams to curate and schedule video content across global internal platforms.
- Maintained content consistency and incorporated stakeholder feedback

MEDIA PRODUCER, BROWN UNIVERSITY, PROVIDENCE, RI 2005 -2014

- Served as a founding member of the university's media production team, helping shape early video strategy and execution
- Produced a wide range of video content for campus events, academic programs and internal communications
- Collaborated with university PR on video support for press releases and promotional content
- Managed and mentored student media consultants in filming, editing, and live event production

EDUCATION

PARSONS SCHOOL OF DESIGN, PARIS, FRANCE 2016

Master of Fine Arts, Design / Technology

UNIVERSITY OF RHODE ISLAND, KINGSTON, RI 2004

Bachelor of Fine Arts, Digital Design/Art History

ISTITUTO LORENZO DE' MEDICI, FLORENCE, ITALY 2003

Design and Language Courses

SOFTWARE

ADOBE CC 25: Premiere Pro, After Effects, Audition
Photoshop, Illustrator, Indesign, Aero

OTHER: iZotope audio mastering, Facebook 360 Spatial
Workstation, Blender, Unity, OBS, Pure Data

HARDWARE

CAMERAS: Sony, Nikon, Canon, Panasonic
Lumix, GoPro 360

LENS: Voigtlander, Canon, Sigma

SOUNDBOARDS: Yamaha, Sound Craft

LIGHTING BOARD: ETC A/V 20

LIVE STREAMING: Sony MCX-500, Tri-caster

SOFTWARE

ADOBE CC 25: Premiere Pro, After Effects, Audition
Photoshop, Illustrator, Indesign, Aero

OTHER: iZotope audio mastering, Facebook 360 Spatial
Workstation, Blender, Unity, OBS, Pure Data

HARDWARE

CAMERAS: Sony, Nikon, Panasonic, Canon
Lumix, GoPro 360

LENS: Voigtlander, Canon, Sigma, Nikon

SOUNDBOARDS: Yamaha, Sound Craft

LIGHTING BOARD: ETC A/V 20

LIVE STREAMING: Sony MCX-500, Tri-caster

FREELANCE

DAPPER-Q, TECHNICAL DIRECTOR, BROOKLYN MUSEUM, 2018-2022

- Directed technical production for the DapperQ Fashion Show at the Brooklyn Museum orchestrating a seamless collaboration between museum teams, lighting artists, and sound engineers. Brought the runway to life with bold, custom motion graphics for this iconic queer fashion event spotlighted during New York Fashion Week and celebrated in the press

EVERY WOMAN BIENNIAL, CONTENT CREATOR, SOHO, NYC 2018-2021

- Curated digital content for the Every Woman Biennial, a bi-coastal art show rooted in Soho, amplifying its presence in both LA and NYC. My own artwork was featured in the exhibition, with one piece spotlighted in The Village Voice.