



Chris Evans

FOUNDER & PRINCIPAL

Chris is an interactive designer, coder, and graphic designer with over 16 years of industry experience. From concepting museum experiences, choosing the right interpretive media, or wiring and coding, Chris strives to engage visitors who expect more out of their experience. In an increasingly more digital world, Chris values in-person, physical exhibits, using interactive experiences to bring moments not possible anywhere else. The tech should disappear leaving a sense of awe and magic. Chris makes visitors weep, jump for joy, point to share, and ask others to join in the fun. Chris's every step is thoughtful creating accessible, approachable, and inclusive experiences. Chris knows the importance of choosing the interpretive message before the media. With a calm attitude, Chris works smoothly under pressure to produce quality results. Chris is conscientious of project budgets and schedules. Chris will make it easy for the project team, building the interactive media requiring less maintenance, all while blowing visitors' minds.

SPECIALIZED SKILLS & TOOLS

- Adobe Creative Suite | InDesign, Photoshop, Illustrator, Premiere, After Effects
- Programming Languages | C-variants, JavaScript, Python, HTML, CSS, PHP, SQL
- Unity 3D Game Development Platform
- Ableton Live Audio
- Arduino Microcontroller Platform
- Phidget Sensors Platform
- BrightSign and BrightAuthor

ARTICLES & PRESENTATIONS

- Interpretation in Museums | Legacy Magazine, National Association for Interpretation
- How to Implement Accessible Exhibits | National Association for Interpretation
- Beginner Hacking—Wearables (workshop) | Museum Computer Network
- Stronger Together: How Digital Media Adds Layers to Guided Interpretation | Museum Computer Network
- Dabble with Microcontrollers: Small-Scale Hacking for Non-Programmers (workshop) | Museum Computer Network
- Listen Up! Providing Accessible Interpretation with Audio | National Association for Interpretation
- Planning for Interactive Interpretation: Choosing the Right Media for your Organization, Story, and Audience | National Association for Interpretation

SELECT PROJECT EXPERIENCE

- Interactive Media, Schubert Club Music Museum, St. Paul, MN
- Pollinator Panels & Audio at Ten State Parks, MN *
- Outdoor Exhibits & Universal Design, Peavey Plaza Revitalization, MN *
- Visitor Center Exhibits & Media, Hickory Run State Park, PA *
- Outdoor Exhibits & Audio, Thompson County Park, MN *
- Audio Description, Whitewater State Park, MN *
- Outdoor Exhibits & Audio, Big Rivers Regional Trail, MN *
- Visitor Center Exhibits & Media, St. Croix State Park, MN *
- Interactive Media, Ocean Liners Exhibit, Peabody Essex Museum, MA
- Visitor Center Exhibits & Media, Delaware Canal State Park, PA *
- Visitor Center Exhibits & Media, Chamizal National Memorial, TX *
- Visitor Center Exhibits & Media, Gooseberry Falls State Park, MN *
- Exhibits & Audio, Thomas Jefferson's Poplar Forest, VA *
- Interactive Media, Lunar Attraction Exhibit, Peabody Essex Museum, MA
- Outdoor Exhibits & Wayfinding, Point State Park, PA *
- Outdoor Exhibits, Schaar's Bluff Gathering Center, MN *
- Outdoor Exhibits, Castillo de San Marcos National Monument, FL *
- Interactive Media, Macrophotography Exhibit, Boston Children's Museum, MA
- Outdoor Exhibits, Arlington House, the Robert E. Lee Memorial, DC *
- Outdoor Exhibits, Thomas Edison National Historical Park, NJ *
- Outdoor Exhibits & Universal Design, Gateway Arch National Park, MO *
- Visitor Center Exhibits & Media, Kinzua Bridge State Park, PA *
- Visitor Center Exhibits & Media, Ohio State Park, PA *
- Outdoor Exhibits, Wright Brothers National Memorial, NC *
- Outdoor Exhibits, Badlands National Park, SD *
- Outdoor Exhibits, Great Smokey Mountains National Park, TN *
- Outdoor Exhibits & Audio Description, Blue Ridge Parkway, VA & NC *
- Museum Exhibits, Main Street Blytheville Historic Bus Station, AR *
- Outdoor Exhibits & Audio, Rohwer Japanese-American Internment Camp, AR *

* Prior project experience before founding Drumminhands Design