# **ABIGAIL SARVER-VERHEY**

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# **EDUCATION**

The University of the Arts | 2020 MFA Museum Exhibition Planning + Design 3.98, Museum Studies Award The Ohio State University | 2018 BS Anthropological Sciences 3.91, Summa cum laude, with Honors

## **EXPERIENCE**

#### **PGAV** Destinations

Exhibit Design Intern
May 2019 – August 2019

## **COSI Linguistics Labs in Life**

Research Assistant/Experience Developer
Aug 2017 – July 2018

#### **Exhibits Development Group**

Museum Studies Intern May 2017 – Aug 2017

#### Center of Science and Industry (COSI)

Archives Intern July 2016 – July 2018

## **Anthropology Public Outreach Program**

Exhibition Developer/Designer Feb 2016 – May 2018

#### Center of Science and Industry (COSI)

Floor Faculty Volunteer Nov 2015 – Aug 2016

#### Cleveland Museum of Natural History

Paleontology Collections Volunteer

May 2015 – Dec 2016

# Orton Geological Museum

Museum Intern Feb 2015 – May 2017

# PROFESSIONAL ORGANIZATIONS

#### SKILLS

Designed exhibition casework, interactives, and graphics for clients in collaboration with designers, interpretive planners, and architects. Created drawing packages for bid and communicated with fabricators to develop production solutions.

Developed four new visitor activity carts on linguistic science. Designed and implemented a data-driven iterative prototyping process that used feedback from cycles of visitor evaluation to refine experiences.

Prepared four traveling museum exhibitions on science and art topics in this project development/management role that entailed conducting content and object research as well as managing team schedules and meetings.

Organized and archived nearly 60 years of COSI Exhibits department files in a collaborative role in which I learned archival practices and applied my organizational and detail-oriented sensibilities.

Created a hands-on human evolution exhibition to travel to Ohio libraries through a self-managed process of research, design, writing, and prototyping. Applied research-based strategies of interpretation to make complex content accessible.

Facilitated a variety of interpretive science activities with science center visitors, a first person experience with informal learning that continues to inform my user-centered approach to design.

Contributed to a major collections improvement project in the vertebrate and invertebrate paleontology collections by cleaning and digitally cataloging hundreds of fossils.

Flexibly assisted in a myriad of roles as needed at this university geology museum, from creating an exhibition on petrified wood and illustrating a coloring book of the museum's specimens to conserving fossils.

American Alliance of Museums Society for Experiential Graphic Design

Adobe InDesign, Illustrator, Photoshop, Acrobat, Premiere, After Effects Microsoft Word, Excel, Outlook, PowerPoint

Vectorworks, SketchUp, CADtools

Writing (interpretive and academic)

Evaluation design, implementation, and analysis

Project management

Collections management and material handling