

Marie Baeta (she/her)

Exhibit Designer | Inclusion Specialist | Educator

www.mariebaeta.com | mariebaeta@gmail.com | Seattle, WA

SUMMARY

As an innovative museum professional with over a decade of experience in education and six years in the museum field, I blend authentic collaboration, project management expertise, and creative storytelling to design inspiring exhibit experiences.

SKILLS

- Inclusive Design
- Universal Design in Learning
- User Research
- SketchUp
- InDesign
- Microsoft Suite

PROFESSIONAL EXPERIENCE

Access Smithsonian Jan. 2021 - April 2021
Intern Remote

- Assisted in conducting and reviewing 15 co-design sessions with people with disabilities to inform inclusive exhibit design, created a Findings Report to record design data.
- Researched and compiled strategies for inclusive art experiences at the Smithsonian.

Klondike Gold Rush National Historic Park Jan. 2020 - Dec 2020
Exhibit Developer Seattle, WA

- Worked with a team to develop a complete Exhibit Plan, including concept, storyline, artifacts, labels, 3D renderings, and interactives.
- Installation planned for Spring 2021.

DO-IT Center at University of Washington Jan. 2020 - June 2020
Access Informal Science Learning Intern Seattle, WA

- Conducted four accessibility assessments for local informal science learning institutions and provided recommendations for improvements related to ADA and 504 requirements.
- Redesigned the Center's accessibility tool to be more user friendly by conducting user testing, incorporating feedback, and aligning with Universal Design principles.

Creo Industrial Arts, Exhibits Division Jan. 2020 - March 2020
Exhibit Fabrication Intern Woodinville, WA

- A 60-hour internship assisting with interactive exhibit production for the U.S. Olympic and Paralympic Museum.
- Fabricated and assembled exhibit components using the bandsaw, table saw, and hand tools.

Golden Gate National Parks Conservancy Feb. 2018 – Aug. 2019
Community Engagement Program Coordinator San Rafael, CA

- Managed a mobile visitor's center; created an event data collection system, operation manual, training curriculum, and four interpretive activities.
- Arranged and attended 67 community outreach events, reaching over 8k community members.
- Produced monthly newsletter and managed all social media accounts.

Exploratorium Feb. 2013 – Feb. 2018
Temporary Assistant Manager, Field Trip Explainer Program San Francisco, CA
Aug. 2017- Feb. 2018

- Supervised 21 museum educators, planned their daily schedules, tracked attendance, and oversaw timecards, managed program supplies and non-payroll budget.
- Assisted in hiring and onboarding new staff, led facilitation trainings for educators.

Senior Field Trip Explainer
Feb. 2013-Aug. 2017

- Developed four new science demonstrations related to museum themes.
- Developed an ocean acidification model, video, and student guide as part of climate focused field trip grant.

EDUCATION

Museology, MA | University of Washington | 2021

Thesis Project: "Igniting Inclusion at the SPARK Museum"; redesigning an educational presentation to be more inclusive through incorporating User Expert feedback and national guidelines for Universal Design in Learning for science programming.

Child Development, BA | San Francisco State University | 2009

American Sign Language, Certificate | Berkeley City College | 2009

MUSEOLOGY COURSE HIGHLIGHTS

Exhibit Development I & II

- Focus on the planning, management and organization of exhibit development process.
- Developed a ready-to-print Exhibit Plan for the Klondike Gold Rush National Historical Park.

Collaborative Exhibit Design

- Examines the philosophy and principles of community-based exhibition development.
- Will be participating in a community-based exhibit project Spring 2021.

Human Centered Design

- Utilizing the design method process, I developed a mobile prototype for mutual aid.
- Process included ideation, sketching, conducting user research and testing sessions, low and hi-fi prototype development, and created a final design specification report.