

## ALISON ROSS RESUMÉ

---

Alison Ross is an award-winning multi-disciplinary designer and project manager who has been creating transformative experiences for audiences for over twenty-five years. She has a BA Drama, majoring in Design (QUT), and has produced outcomes for: visual art, social-history and natural-history exhibitions – winning awards from state and national bodies; over seventy productions for every type of live performance medium; notable and lesser-known film and television production; and large-scale, site-specific events.

### UNIQUE CAPABILITIES AND EXPERTISE

---

- Highly adept at delivering interactive experiences and dynamic content for all ages
- Has worked extensively on a range of projects with First Nations content and/or collaborators, both in Australia and internationally
- Leads collaborative teams to create ambitious and dynamic outcomes collaborating with: visual artists, curators, filmmakers, academics, dancers, people with disabilities and children
- Delivers projects on-time and on-budget, exceeding stakeholder and audience expectations
- Draws upon the experience and specialties of each of the unique but related disciplines she has worked in, to create a high-quality, integrated outcomes.

### DESIGN AND PROJECT MANAGEMENT EXPERIENCE IN THE CREATIVE INDUSTRIES 2013–2025

---

#### ■ 2025–current | CITY OF MORETON BAY – Cultural Activation Team

I was engaged as **Special Projects Officer Public Art** to oversee the Federally-funded Public Art Initiatives project 'City of Moreton Bay Outdoor Gallery'. This has included nominating sites and proposed artwork platforms and undertaking an engineer-led Feasibility Study, followed by Detailed Design and Contract Documentation. The outdoor Gallery will feature 18 lightboxes, 8 billboards, 1 projection installation and 1 large-scale digital screen, and be seen at 9 locations. The inaugural exhibition 'Half a Million Imaginations' will be led by a curatorial team and will showcase 22 new artwork commissions.

#### ■ 2023–2024 | HVK and O2 DESIGN MANAGEMENT

As **Lead Designer** for *Bluey's World* I managed a production design team of 20 designers across varied specialties to translate the animation series into a large-scale immersive spatial experience. I oversaw the design and construction documentation for a large tender process, and was involved in assessing and awarding four successful workshops to fabricate, build and install the exhibition. Stakeholders include BBC, HVK, Ludo Studios, TEQ and BEDA. The immersive and interactive experience incorporates an array of technology and engagement and has been very well-received by the all-ages adoring fans of *Bluey*.

#### ■ 2018–2023 | QUEENSLAND MUSEUM NETWORK (QMN)

##### April 2022–July 2023 – Principal Project Officer *Dinosaurs Unearthed: Explore Prehistoric Qld*

As the **Project Manager** of this new permanent exhibition, I collaborated with all internal teams at QMN including: Curatorial, Collections, Conservation, Design and Construction, and procured external contracts for: specialist gallery lighting; 3D-printed large-scale specimens; print production; audio visual content (engaging film makers, animators, web-based interactivity, user experience designers) and audio visual hardware and software. I worked closely with Arts Qld for building owner and infrastructure approval; and the Corporate Administrative Agency for procurement and contractual matters.

The ambitious project was delivered on-time and on-budget, and was a finalist in AMaGA's 2024 'Exhibiting Excellence' Award.

## June 2021 Mar 2022: Exhibition Manager

In this role as **Exhibition Manager** and **Design Manager** I oversaw the development and delivery of exhibitions across the four campuses of the Queensland Museum Network – devised and developed by QMN, as well as touring exhibitions from external organisations.

### 2020-2021 | Senior Exhibition Designer

- ***I Do: Wedding Stories from Queensland*** (curated by Judith Hickson and Carmen Burton)
- ***Island Futures: What Lies Ahead for Zenadth Kes*** (curated by Imelda Miller and Rhianna Patrick)
- ***Threads – Weaving: past, present, future*** (curated by Imelda Miller)

These were premiere exhibitions at Queensland Museum Southbank, and featured visual art and digital art commissions. The breadth of this new work included First Nations artists: Elisa Jane Carmichael and Sonia Carmichael, Chris Bassi, Murri Lui, Erub Arts, Dylan Mooney, Margaret Harvey and JoZe Sparks, Simone Arnol and Bernand Singleton.

### 2018-2020 | Senior Exhibition Designer (touring exhibitions)

- ***NASA: A Human Adventure*** (the largest exhibition QMN has ever hosted)
- ***Spiders: The exhibition*** (included new QMN research, childrens' activity space and a shop)

## ■ 2017-2018 | BLACKWELL'S DESIGN CO.

- **Exhibition Designer** – Redcliffe Museum renovation (MBRC): permanent collection display, shop, foyer and entrance, temporary exhibition and activity space
- **Exhibition Designer** – Museum Applied Arts and Sciences (Powerhouse Museum)/LACMA: *Reigning Men: Fashion in Menswear 1715-2015; Australian Men's Style; Kid's Couture: Children's Winter Holiday Program*
- **Exhibition Design Consultant** – University New England Library: working with James Cubitt Architects to house a museum and art gallery within UNE's library renovation
- **Exhibition Designer** – Flight Centre Travel Group: Corporate museum for new, global headquarters: designed various elements of the permanent exhibition for Blackwell's Design Co.

## ■ 2013-2017 | MUSEUM OF BRISBANE (MoB)

During my time at MoB I managed Design Delivery 2013-2015 and from 2015-2017 I also oversaw exhibition delivery. I was designer and lighting designer of 16 exhibitions within heritage-listed Brisbane City Hall.

Highlights include:

- **Awards:** 3 MAGNAs (Museum and Gallery National Awards); 2 GAMAA's (Gallery and Museum Achievement Award); President's Prize – Australian Institute of Architects 2016
- **Visual art:** Six of the eight art exhibitions I designed at MoB were commissions of contemporary visual artists: installation, photographers, sculptors and painters. I collaborated closely with the artists to realise their intent spatially and aesthetically.
- **Film experiences:** I created exhibitions where audio visual content was at the centre of the exhibition: from large-scale cinematic portrayals to intimate experiences for multiple patrons. Footage, audio and multimedia is integrated and embedded within designs that I produce.
- **Social history:** I bring my long history of storytelling (theatre and film) to this medium to create immersive, interactive environments to take audiences on a journey. I have created abstractions of: a camera obscura, a chapel to showcase stained-glass window designs, a nineteenth century photographic studio, a Hollywood studio set.
- **Permanent exhibition:** Design of *100% Brisbane*, which opened in July 2016. This large-scale three-year exhibition was a mixture of highly interactive engagement, visual art, social history and film experiences. It won 2016's **MAGNA for Best permanent Exhibition/Gallery Fitout** in the highest budget category.