

# TAYLOR PECKHAM

PRODUCT DESIGNER  
UX · UI

taylorpeckhamemail@gmail.com  
619.316.0967  
linkedin.com/in/taylorpeckham  
taylorpeckham.com

Working as a music director for over a decade in live performance has allowed me to cultivate an in-depth understanding of the audience experience. This knowledge of designing for the audience experience is the same knowledge that I now bring to my new career, designing for the User Experience. I'm excited to sharpen, adapt, and develop that same understanding into a new set of skills as a Product, UX & UI Designer.

## EXPERIENCE

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### Music Director & Conductor | Broadway & National Tour

2014 - 2020, NEW YORK, NY & ACROSS NORTH AMERICA

- Chaired the music department as Music Director & Conductor for various live musical productions on (and off) Broadway in NYC, as well as on tour across North America.
- As Music Director - operated as in-house head of the music department, responsible for the maintenance of artistic integrity and supervision of all musical aspects of the production.
- As Conductor - conducted, oversaw, and performed-in the productions' orchestras, working closely with audio personnel and synthesizer programmers.

### Music Supervisor & Arranger | Off-Broadway & Regional

2010 - 2020, NEW YORK, NY & SAN DIEGO, CA

- Arranged & Orchestrated music material for various Off-Broadway concerts and readings.
- Creatively adapted composers' existing music to be suited for the desired storytelling purposes of the production.
- In cooperation with the Director, produced concert stagings of new original works for presentations playing to potential Key Stakeholders.
- Designed, formatted, and assembled vocal & incidental arrangements for all performers and band members.

### Music Producer, Composer, Musician | Freelance

2010 - 2020, NEW YORK, NY & ACROSS THE WORLD

- Live audio, sound design, miscellaneous recorded audio projects, advertising jingles, instrumental backing tracks, fully produced audio tracks, radio imaging, live performance material & voice overs.

## EDUCATION

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### BrainStation | Full-Time Diploma, User Experience Design

2020, NEW YORK, NY (REMOTE)

### MIT CSAIL | Short Course, HCI (Human Computer Interaction)

2020, BOSTON, MASSACHUSETTS (REMOTE)

## SKILLS

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Problem Space development, Persona & Target User creation, Journey Mapping, Value Propositions, Concept Sketches, Wireframes & Mockups, Motion Design, Research & Strategy, Presentation

Sketch, Figma, AdobeXD, InVision, Proto Pie, Framer, Principle, After Effects, Procreate, Google Suite, Adobe Suite, Final Cut Pro, Logic Pro X, ProTools