

Tommy Schatz-Thompson, PMP

tommyschatzthompson.com

Director of Exhibition & Facilities

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Summary

Director of Exhibition & Facilities with 15+ years of experience across immersive art, themed entertainment, film, and live experiences. Leads site-wide exhibition, technical, and facilities operations at Meow Wolf Grapevine, overseeing maintenance, sustainment, capital projects, and cross-departmental teams to ensure safety, uptime, and artistic integrity. Recognized for balancing artist intent with long-term operational sustainability, building resilient teams, and delivering complex environments that perform reliably in high-demand guest environments.

Work Experience

Meow Wolf | Director of Exhibition & Facilities | Grapevine, TX | 2023 - Current

- Lead site-wide facilities and exhibition operations, overseeing exhibition and facility infrastructure
- Direct maintenance and sustainment strategies for exhibition, facility, and show systems
- Manage and develop multidisciplinary teams across technical, art & scenic, and facilities departments
- Develop and manage operating and capital budgets, balancing reliability, durability, and artist intent
- Manage vendors, contracts, and service providers supporting operations, repairs, and show systems
- Partner with corporate teams, local artists, and operations leadership to maintain artist intent while adapting exhibitions for long-term public use and high guest throughput

Creative Director — *Prime Materia, MW NY* | 2025 - Current

- Lead creative vision, scope, and execution for in-world F&B projects, *Prime Materia* and *MW NY*
- Collaborate with artists, designers, and creative contributors across disciplines, synthesizing narrative, spatial design, and interactive elements into cohesive immersive environments
- Balance creative ambition with schedule, budget, and constructibility, guiding projects from concept through design development and into production planning

Exhibition Manager | 2023

- Led on-site installation closeout and punch-list completion, coordinating internal teams, contractors, and vendors to achieve opening readiness for *The Real Unreal*
- Developed and implemented site processes to support operational, technical, and safety goals
- Managed site-wide exhibition art, scenic, technical systems, live event support, and maintenance
- Planned and executed exhibition projects across design, fabrication, and installation phases

Netflix | Lead Rigger — *Wendell and Wild* | Portland, OR | 2021 - 2022

- Led design and execution of complex, large-scale stop-motion rigging systems
- Held primary responsibility for high-risk, technically complex rigs, resolving issues in real time on set

Animax Designs | Planning and Strategy Manager | Nashville, TN | 2020 - 2021

- Established Planning & Strategy function, implementing company-wide scheduling and resourcing
- Managed project timelines and staffing across all active projects, leading the planning team

Technical Design Manager | 2019 - 2021

- Led animatronic and puppet project delivery from concept through installation
- Oversaw technical assets, including RFP development, scope definition, and resource planning

Assembly Technician | 2018 - 2019

- Built animatronic figures, leading mechanical integration and on-site installation for final delivery

BBC/Bento Box Animation | Animatronic Designer — *Moon and Me* | Atlanta, GA | 2018

- Designed and fabricated animatronic head mechanisms with control systems and integration

Laika | Rigger — *Missing Link* | Hillsboro, OR | 2017 - 2018

- Executed on-set stop-motion rigging through real-time design in an active production environment

Metal Fabricator — *Missing Link* | 2017

- Executed structural and scenic metal fabrication for production and facilities using MIG/TIG welding

Machinist — *Kubo and the Two Strings, Missing Link* | 2014-2017

- Machined armature, rigging, and motion-control components using CNC and manual processes

Bent Image Lab | Animator / Generalist | Portland, OR | 2012 - 2014

- Multi-disciplinary generalist working across stop-motion production in animation and fabrication

Kate Bush — *Mistraldespair* | Director / Animator | London, UK | 2011

- Commissioned by Kate Bush to design and produce an original stop-motion music video in London

Skills

Leadership & Operations

- Project & Program Management
- Budgeting & Capital Planning
- Team Development & Staffing
- Scheduling & Resource Planning
- Vendor & Contract Management

Creative & Technical Direction

- Exhibition Systems & Show Control
- Interactive & Immersive Design
- Narrative Development
- Technical Design & Documentation

Fabrication & Systems

- Scenic & Structural Fabrication
- Digital Fabrication
- Electronics & Physical Computing
- Lighting, Audio, & Media Systems
- Facilities & Building Systems

Software & Platforms

Project & Team Tools

- Asana · Airtable · Slack · Workday

Design & Documentation

- Fusion 360 · Adobe · Bluebeam

Show Control

- Q-Sys · Dante · ETC · BrightAuthor

Interactive Systems

- TouchDesigner · MAX/MSP

Certifications

PMP (Project Management Institute)

Google Project Management | 2022

Education

Bachelor of Arts

Stop Motion / Film Production

Evergreen State College

Olympia, WA | 2010

Awards

High Strung | Stop-Motion, 2011

- BEFF Best Animation
- NWCF Best Animation
- SPIFF Most Promising Filmmaker