

MIKE RUBENSTEIN

GET IN TOUCH

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TL;DR

For your consideration, I'm a Creative and Production multi-tool type, with a focus on leading teams through endeavors in digital marketing, Mixed Reality and tech-centric experiential installations. I've designed campaigns, managed Creative teams and departments, and tackled a lot of strange ground in between. It's been an eclectic journey, and one I hope winds its way to you.

WORK EXPERIENCE

HILL HOLLIDAY

APRIL 2017 - JULY 2017

VP CREATIVE TECHNOLOGY SOLUTIONS MANAGER

Primary liaison between Creative Technology team and key project stakeholders, ensuring that technology solutions, creative direction and client mandates are in alignment and to support all team members in reviews of creative/technology deliverables.

JULY 2013 - APRIL 2017

VP INTEGRATED OPERATIONS [EXPERIENTIAL & CREATIVE TECH LEAD]

Headed creative productions of tech-driven experiential activations and installations and provide 'connective tissue' between multidisciplinary teams through integrated/digital projects from concept to launch.

FEBRUARY 2013 - JUNE 2013

DIGITAL CREATIVE OPERATIONS CONSULTANT

Serve as an inter-departmental resource to provide ideation/executional guidance for digital campaigns and work closely with creative teams to translate concepts from traditional mediums into cross-platform executions.

Produced award-winning Merrell "Trailscape" installation the first branded 'walk-around' VR experience, launched at Sundance Film Festival

Oversaw creation of Harvard Pilgrim Healthcare "Pedal Press," a one-of-a-kind collaborative bike-powered apple cider press installation

Supervised 360° video production for fledgling Dunkin' Donuts "Always Running" series in partnership with DiscoveryVR

Served as the agency voice for VR/AR productions in press and conference speaking engagements.

ALMIGHTY

MAY 2010 - NOVEMBER 2012

CREATIVE PRODUCTION DIRECTOR

Oversaw the Creative department of graphic designers, writers (copy & editorial), and UX designers, managing staffing and department processes. Core member of R&D team.

Expanded in-house creative capabilities by bolstering the agency UX practice and network of external content creators

Assisted in the formation of internal R&D team, focused on the prototyping of physical computing solutions

MMB

NOVEMBER 2009 - MAY 2010

SENIOR ART DIRECTOR

Senior AD for the Interactive team, leading ideation and design for online campaign creative and digital pitches.

BARBARIAN GROUP

MAY 2006 - JULY 2009

CREATIVE / ART DIRECTOR

Provided creative leadership and served as the client-facing representative of Creative, Technology and UX in partnership with Production and Account leads.

MAY 2004 - MAY 2006

STUDIO MANAGER / INTERACTIVE ARTIST

Managed department of designers, interactive artists, front-end developers and information architects, and the internship program.

MAY 2001 - MAY 2004

INTERACTIVE ARTIST

Design, UX, HTML front-end, Graphical Production

Launched Burger King's "Subservient Chicken," often credited as a formative moment for what would become "viral marketing"

Co-wrote and edited three short episodes of "Space Ghost: Coast to Coast" as online content for Turner's Gametap platform

Orchestrated design and development of campaign creative for top-tier brands including Apple, Nike, and Volkswagen

Established agency AV practice and directed/edited in-house productions of online video content.

ARNOLD WORLDWIDE

JUNE 2001 - DECEMBER 2001

MECHANICAL ARTIST (CONTRACT)

Design, HTML front-end, Flash maintenance and graphical production

JANUARY 2001 - JUNE 2001

INTERN

SPEAKING ENGAGEMENTS

DIGITAL HOLLYWOOD

"Hollywood Does Cutting Edge: VR-AR-Immersive – Film – Video – Advertising – Interactive Experiential"

APRIL 2015

AICP DIGITAL BOOT CAMP

"The Reality of Virtual Reality – What it takes to producer VR content"

JUNE 2015

MA PRODUCTION COALITION

"Mobile Content & Storytelling"

SEPTEMBER 2015

DIGITAL HOLLYWOOD

"The VR-AR Innovators & Disruptors – Entertainment, Technology & Advertising – A Redefinition of the Industry"

OCTOBER 2015

4A'S CREATE TECH

"VR: Beyond the Headset"

NOVEMBER 2015

PECHA KUCHA BOSTON 9

"20x20' Process presentation"

APRIL 2009

MIT COMPARATIVE MEDIA STUDIES

"Colloquium on Viral Media"

FEBRUARY 2008

EMERSON COLLEGE

"Web Video Night presentation"

APRIL 2007

MIT FUTURES OF ENTERTAINMENT 2

"Convergence Culture"

SEPTEMBER 2007

EDUCATION

EMERSON COLLEGE

CLASS OF 2002

BFA NEW MEDIA

THANK YOU