

JARED YOST

Exhibition & Themed Entertainment Designer

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EDUCATION

Savannah College of Art and Design

MFA Themed Entertainment Design

2024–2026

Texas A&M University

BS Interdisciplinary Engineering

Magna Cum Laude

Focus: Computing, Design, & Engineering Systems

SOFTWARE

Rhino · Enscape / Twinmotion

Revit · SketchUp · AutoCAD

SolidWorks · Fusion 360

Unity · Unreal Engine

Adobe Creative Suite

C++ · Python

SKILLS

Design & Production

- Concept through production
- Spatial & exhibit design
- Interaction design
- Technical drawing & documentation
- 3D modeling & fabrication
- Iterative prototyping
- Human-centered design
- Agile/sprint workflows

Collaboration & Leadership

- Cross-disciplinary team leadership
- Client & stakeholder management
- Project management
- User testing & feedback integration

Communication

- Narrative & content development
- Audience-focused storytelling
- Public speaking & presentation

EXPERIENCE

SCAD Serve x Thurgood Marshall Mobile Museum *3/2026 – Present* *Spatial Design Lead*

- Lead all spatial design for a traveling museum honoring Thurgood Marshall's legacy, shaping narrative concepts and exhibit design
- Collaborate directly with the Thurgood Marshall Foundation, guiding conversations that develop concepts from initial brief through delivery

SCAD Serve x HAAF Micro-Museum *1/2026 – 3/2026* *Spatial Design Lead*

- Led all spatial and experiential design for a site-specific micro-museum to be installed at Savannah/Hilton Head International Airport, defining exhibit layouts, guest flow strategies, and interactive concept directions
- Served as primary liaison between design team and U.S. Army and airport stakeholders, guiding concepts from initial brief through iterative design reviews to client-approved buildable deliverables

Museum of Aviation *11/2025 – Present* *Interactive Exhibit Design Intern*

- Design and develop Unity-based interactive simulations for the National STEM Academy, translating complex STEM concepts into engaging, student-accessible exhibit experiences launching May 2026
- Author exhibit content and narrative frameworks, collaborating with museum leadership through iterative design reviews to ensure educational accuracy and visitor impact

SCADpro x Universal Creative *9/2025 – 12/2025* *Tech & Fabrication Engineering Lead*

- Led technical and fabrication engineering for a SCADpro collaboration with Universal Creative (under NDA)

SCAD Serve x Beach Institute *9/2025 – 12/2025* *Project Manager*

- Directed a 20-person multidisciplinary team revitalizing the Beach Institute's guest experience through signage redesign, visitor-flow improvements, and digital updates
- Coordinated with museum leadership and SCAD stakeholders to align creative, cultural, and community goals, delivering assets on schedule

Genteel & Bard *2/2025 – Present* *Touring Host & Experience Narrator*

- Craft and refine a live dark history experience for groups of ~25, connecting Savannah's past to modern audiences, adapting tone, pacing, and interpretation in real time based on audience responses

Texas A&M LIVE Lab *2/2023 – 6/2024* *Game Designer*

- Designed gameplay systems, levels, and mechanics for educational games, translating client learning objectives into engaging student experiences from concept through implementation