



MIKE COOK

FABRICATION · EXHIBIT DESIGN · PROJECT MANAGEMENT

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PROFILE

Project manager and fabricator with 20+ years taking builds from first estimate to final install — museum exhibits, large-scale event environments, signage and custom carpentry. Skilled at scoping projects, estimating labor and materials, coordinating schedules and subcontractors, and leading shop and on-site crews. Combines design ability in SketchUp and Adobe Creative Suite with deep hands-on shop experience, plus 15 years of museum leadership and work installed at dozens of museums across North America.

EXPERIENCE

Fabrication Manager

Events By Design, Milwaukee, WI | Sept 2025 – Sept 2026

- Collaborated with event designers and planners to turn creative concepts into buildable installations for weddings and corporate events.
- Created renderings and shop drawings to communicate design intent and guide fabrication.
- Led the fabrication team, managing shop schedules, workflow and quality from build through install.
- Estimated labor and materials for projects and kept builds aligned with budgets and deadlines.

Lead Fabricator

Majic Productions | 2025

- Designed, rendered and prototyped custom event décor, centerpieces and display pieces for corporate and sports events.
- Fabricated large-scale event elements, including dance floors, display cases and dimensional signage, often as lead or solo fabricator.

Exhibit Director

Discovery Center Museum | 2023 – 2024

- Directed exhibit development, fabrication and maintenance for a hands-on science museum.

Independent Exhibit Consultant

Cook's Handywork LLC | 2019 – 2024

- Designed, built and repaired interactive exhibits for museum clients as an independent consultant.
- Created concept renderings and shop drawings for exhibit projects.
- Estimated jobs, managed a network of museum subcontractors, and traveled to lead on-site crews.

VP of Playlab & Creative Director

Betty Brinn Children's Museum, Milwaukee, WI | 2006 – 2021

- Led exhibit design and fabrication over 15 years, including the "Be A Maker" makerspace and its program development.
- Estimated labor and materials for exhibit projects and traveled with the museum's traveling exhibits to manage installation crews on site.

SKILLS

Scenic & exhibit fabrication
Interactive exhibit design
CNC routing
Carpentry & millwork
Prototyping
Estimating labor & materials
Project management
Team & crew leadership
On-site install management
Makerspace programs

DESIGN TOOLS

SketchUp
Adobe Creative Suite
Fusion 360
Canva
Shop drawings
Concept sketches & renderings

SELECTED CLIENTS

Philadelphia Eagles
Milwaukee Bucks
Harley-Davidson
Hasbro
Rehlko
NYSCI (New York Hall of Science)
Explora

EDUCATION

BA, Art

University of
Wisconsin—Whitewater, 2006