

Education

California State University, Fullerton

MFA: Design & Technical Production, May 2027

University of Miami

BA: Theatre Arts, Minor: Music, May 2022

Relevant Courses: Advanced Design

Management Practicum, Drafting for Theatre,

Graduate Seminar: Scenic Design, Interactive

Design, History of Interior Design and Furniture

Professional Experiences

Graduate Assistant (Teaching & Paint) – Chris Hansen, Fred Kinney, & Heidi Cole – CSUF (Aug 2024– Present)

- Collaborate with professor to educate undergraduate students on scene design
- Encourage creativity and design ingenuity within a new group of artists
- Instruct in research, rendering, design software, and model building
- Provide students with new techniques and perspectives for completing tasks
- Prepare students for their deadlines and encourage them to further their goals
- Plan engaging and enthusiastic lesson on a topic of my choice

Assistant Sound Designer – Lucas “Rico” Corrubia (May 2022 – May 2024)

- Participate creatively in meetings relating to designing new projects and technology
- Design sound effects and tests to help develop new immersive sound technology
- Learn new methods of sound design and show programming in a fast-paced environment
- Load in sound equipment in preparation for performances
- Meet with executives to discuss development of new projects using new technology
- Showcase demonstrations of innovative technology to large groups

Assistant Designer – Arnold Bueso & Eric Nelson – University of Miami (Jan 2021 – May 2022)

- Design light plots, cue sheets, set draftings/renderings, and creative deliverables for all productions
- Create imagery boards, color renderings, models, artworks, and graphic illustrations
- Develop and communicate intended show lighting design concepts and staged moments
- Implement show lighting design by interpreting charts and hanging and focusing lighting instruments
- Research historical content, architecture imagery, and production history
- Interpret and update charts, lists, plots, show lighting drawings, and other written documents related to production
- Communicate with the director, producer, designer, design team, and shop
- Document brainstorming and creative development sessions
- Execute scenery changes, costumes, lighting, and sound necessary for a successful theatrical performance

Skills

- **Software Skills:** After Effects, Photoshop, Audition, Premiere, XD, Illustrator, InDesign, SketchUp, Vectorworks, Isadora, QLab, Sibelius, Ableton Live, Pro Tools, Blender, Google Suite, Microsoft Office Suite
- **Theatrical Technology Skills:** Scenic Design, Drafting, Model Making, Video Design, Video Programming, Projection Mapping, Effects, Audio, Paint, etc.

Productions

Macbeth – Scenery

Upcoming, Beth Lopes, Hallberg, CSUF 2026

X-out – Scenery

Upcoming, Miguel Torres Cruz, Hallberg Theatre, CSUF 2026

“Tethered” (Fall Dance) – Thematic Scenery

Waeli Wang, Hallberg Theatre, CSUF 2025

9 TO 5: the MUSICAL – Scenery

Naomi Buckley, Little Theatre, CSUF 2025

Spring Dance – Scenery

Lisa Long, Hallberg Theatre, CSUF 2025

Fall Dance – Projections

Dennzyl Green, Little Theatre, CSUF 2024

Opera Scenes – Projections

Kerry Jennings, Recital Hall, CSUF 2024

Havana Music Hall – Sound

Richard Kagan, Miami-Dade, FL 2022

References:

Arnold Bueso

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Lucas “Rico” Corrubia

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Portfolio/Website: <https://www.johnacorde.com>