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*Education***California State University, Fullerton**

MFA: Design &amp; Technical Production, May 2027

**University of Miami**

BA: Theatre Arts, Minor: Music, May 2022

**Relevant Courses:** Advanced Design

Management Practicum, Drafting for Theatre,

Lighting Design, Scenic Design, Interactive

Design, History of Interior Design and Furniture

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*Professional Experiences***Graduate Assistant – Chris Hansen & Fred Kinney – CSUF (August 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 – Present)**

- 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 (January 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- Research historical content, architecture imagery, and production history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

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*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.

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*Productions***9 TO 5: the MUSICAL** – Scenery

Upcoming, Naomi Buckley, Little Theatre, CSUF 2025

**“Tethered” (Fall Dance)** – Interactive Scenery

Upcoming, Waeli Wang Hallberg 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

**The Curious Incident of the Dog in the Night-Time** – Video, Lights, SetsNilo Cruz, Ring Theatre, FL 2022

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*References:*

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