

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,

Lighting Design, Scenic Design, Interactive

Design, History of Interior Design and Furniture

Show Experiences

Fall Dance

Dennzyl Green, Little Theatre, CSUF 2024

Opera Scenes

Kerry Jennings, Recital Hall, CSUF 2024

Havana Music Hall

Richard Kagan, Miami-Dade, FL 2022

The Curious Incident of the Dog in the Night-Time

Nilo Cruz, Jerry Herman Ring Theatre, FL 2022

Godspell

Maha McCain, Jerry Herman Ring Theatre, FL 2021

Professional Experiences

Graduate Assistant (August 2024– Present)

- Collaborate with professor to educate undergrad 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 tech
- Design sound effects and tests to help develop new immersive tech
- 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 tech
- Showcase demos of innovative technology to large groups

Assistant Designer (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 - Research historical content, architecture imagery, and production history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, sound, and other actions necessary for the successful presentation of a theatrical performance
 - Use basic technical language from theatrical production disciplines
-

Skills

- **Software Skills:** Digital design, illustration, and technical tools such as Adobe Creative Suite (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.
- **Soft Skills:** Creative thinking, brainstorming, collaboration, verbal and written communication, presenting, problem solving, multitasking, critical thinking, and organizing