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DESIGNER, TECHNICIAN

WOODINVILLE, WA

LIGHTING DESIGN:	DIRECTOR:	COMPANY:	VENUE:	YEAR:
Next to Normal	Nathan Large	Stanford T&PS	Pigott Theatre	2018
South of Market: The Musical	Ken Savage	South of Market	Marines Memorial	2017
The Wild Party	Nathan Large	Ram's Head Theatrical Society	Memorial Auditorium	2017
Spring Awakening	Ken Savage	Stanford T&PS	Roble Studio Theatre	2016
Rent	Elizabeth Knarr	Ram's Head Theatrical Society	Memorial Auditorium	2016
Into the Woods	Ariana Johnson	Stanford AATP	Dinkelspiel Auditorium	2015
Big Game Gaieties	Trey Hale	Ram's Head Theatrical Society	Memorial Auditorium	2015

MULTIMEDIA DESIGN:	DIRECTOR:	COMPANY:	VENUE:	YEAR:
Chicago	Gabe Wieder	Ram's Head Theatrical Society	Memorial Auditorium	2018
Next to Normal	Nathan Large	Stanford T&PS	Pigott Theatre	2018
South of Market: The Musical	Ken Savage	South of Market	Marines Memorial	2017
The Laramie Project	Zach Dammann	Stanford T&PS	Nitery Theatre	2017
The Wild Party	Nathan Large	Ram's Head Theatrical Society	Memorial Auditorium	2017
Oh, What a Lovely War!	Leslie Hill	Stanford T&PS	Pigott Theatre	2016
Hairspray	Ken Savage	Ram's Head Theatrical Society	Memorial Auditorium	2015

SCENIC DESIGN:	DIRECTOR:	COMPANY:	VENUE:	YEAR:
Chicago	Gabe Wieder	Ram's Head Theatrical Society	Memorial Auditorium	2018

ASSOCIATED CREDITS:	SHOW:	COMPANY:	VENUE:	YEAR:
Projection Engineer	Helen/Hecuba	Stanford Rep. Theatre	Roble Studio Theatre	2018
Electrician	The Good Person of Szechwan	Stanford T&PS	Roble Studio Theatre	2018
Assoc. Lighting Designer	Singin' in the Rain	Broadway by the Bay	Fox Theatre	2018
Master Electrician	Big Game Gaieties	Ram's Head	Memorial Auditorium	2017
Asst. Lighting Designer	Big Game Gaieties	Ram's Head	Memorial Auditorium	2016
Asst. Lighting Designer	Big Game Gaieties	Ram's Head	Memorial Auditorium	2014
Light Board Operator	Kingdom, Country, Wasteland	Stanford T&PS	Pigott Theatre	2014
Follow Spot Operator	Spamalot!	Rising Star Project	5th Avenue Theatre	2014

SKILLS:

- Advanced Programming Experience on ETC Eos and grandMA2 Lighting Consoles
- Advanced Projection/Multimedia Mapping in QLab, Touch Designer, & Watchout
- Advanced WYSIWYG/Capture/Vision Pre-Visualization
- Advanced Vectorworks/AutoCAD Drafting
- Programming Experience on ETC Express/Obsession and HOG 3/4 Consoles
- Installation, Programming, and Maintenance of Moving/Intelligent Light Fixtures
- Followspot Operation
- Boom/Scissor Lift Operation
- Chain Hoist Operation
- Suspended Focus Chair Operation
- Automated Scenery Operation
- Motion Graphics Development (Autodesk Maya, Pixar's RenderMan, After Effects & Photoshop)