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Experience

Tear Down Crew

June 2020

Alegria – Cirque du Soleil

Houston, TX

- Worked within a highly skilled team, with limited personnel, to tear down/load out a large-scale circus venue effectively and safely.
- Operated with limited resources to successfully complete the load out on time.

Props Head of Department

January 2019 – March 2020

Totem – Cirque du Soleil

International Tour

- Managed the needs of the Props department and the Props team.
- Maintained the efficiency of our shop through project management and task delegation.
- Collaborated with Artistic Management to design and implement new Props and new acts.
- Managed the needs of the artists with the artistic and functional integrity of the Props.
- Trained artists in the operation and manipulation of large moving and remote-controlled Props.
- Collaborated with Technical Management and other Heads of Department to effectively plan large scale show maintenance and moves between cities.
- Effectively ran a Props show track for a large-scale, Prop-heavy, live entertainment show.

Props Technician

June 2016 – January 2019

Totem – Cirque du Soleil

International Tour

- Maintained the artistic and functional integrity of all props through daily inspection and repair.
- Optimized the efficiency of shop repair and fabrication abilities within limited available space.
- Assisted in sourcing materials and supplies from ever-changing environments.
- Effectively ran a Props show track for a large-scale, Prop-heavy, live entertainment show.
- Collaborated with other departments on fabrication, floor repair/repaint, and scenic repainting.
- Safely disassembled and reassembled the show and infrastructure many times a year around the world, operating in a hectic construction environment with strict time constraints.

Props Technician - Day

August 2013 – June 2016

Zarkana – Cirque du Soleil

Las Vegas, NV

Aria Resort and Casino

- Improved onstage usability while decreasing needed repairs through redesign and frequent R & D into a variety of materials and fabrication processes.
- Designed and fabricated additional props for stage and PR events while balancing the requests of artistic management, the needs and safety of onstage artists, and the efficiency of the shop.
- Functioned as the scenic artist for all elements, including the floor, with an emphasis on troubleshooting common issues related to a large-scale theatrical/acrobatic show and developed appropriate coating systems that overcame these concerns and decreased the need for repair.
- Maintained the artistic and functional integrity of all props through daily inspection and repair.
- Maintained knowledge of show tracks to efficiently assist in early rehearsals and show crew coverage.

Illusionaire – On Call

January 2012 – August 2013

Criss Angel Believe – Cirque du Soleil

Las Vegas, NV

Luxor Hotel and Casino

- Maintained knowledge of five show tracks to effectively cover full time crew as needed.
- Assisted in daily inspections and maintenance of all illusion elements and machines.
- Assisted in fabrication and implementation of new illusion elements.
- Performed daily cleaning, show training, and care of doves and pigeons in an on-site aviary.

Freelance Production Designer/Art Director

2010 – June 2016

Various Films, Music Videos, Commercials, and Live Events

Las Vegas, NV

- Collaborated with directors, producers, and other designers to create cohesive visual worlds that maintained the integrity of the intended outcome.
- Oversaw the acquisition of materials, dressings, and props within limited budgets.
- Designed sets, scouted locations, and dressed scenes as the productions needed.
- Assisted in theming, fabrication, on-site assembly/tear down, and operation of a large-scale event in the desert.
- Dressed live-event festivals, designed and fabricated props, dressings, and effects for various productions, as well as illusions for live magic shows.

Scenic Designer

2005 – 2013

Various Theaters

Las Vegas, NV/Texas

- Collaborated with directors and other designers to successfully create an environment that accentuates the production.
- Generated visualizations and models to effectively communicate ideas to production team.
- Generated elevations and drafting packages to efficiently communicate intent to the fabrication shop.
- Worked closely with the technical director to create a cohesive and achievable outcome within budget and time constraints.

Scenic Artist/Carpenter

August 2008 – May 2013

Judy Bayley Theatre, Paul Harris Theatre, Black Box Theatre

Las Vegas, NV

UNLV Theatre Department

- Resident Charge Artist for three years, oversaw the effective painting of all produced scenery.
- Managed a crew of students that changed each semester; taught scenic painting techniques, organized paint schedules around the shop and personnel needs, and maintained paint stock.
- Collaborated with designers and technical directors to fabricate scenery and props as drafted.
- Facilitated a safe environment through inspections and maintenance of tools.

Skills

Scenic Painting, Vectorworks, Hand Drafting, Model Building, Carpentry, Metal Fabrication, Various Topcoat Systems, Airbrush/Gravity/Syphon Feed Sprayers, Fiberglass, Casting and Molding, Plastic Fabrication, Plastic Welding, Machine Sewing, Hand Sewing, Foam Carving, Foam Coating, Leather Work, Pneumatics, Basic Electrical Fabrication and Soldering, Photoshop, MS Office

Forklift/AWP Trained, EMR Experience, CPR/AED Certified

Education

MFA – Scenic Design – University of Nevada, Las Vegas – 2011

BFA – Scenic Design – Texas State University – 2007

References

References available upon request