

## personal profile

I was awarded my PhD in 2022 with my practice-based project exploring immersive theatre and scenography. Since 2012, I have taught design, technical production and theatre/performance courses at a variety of institutions to a wide range of student levels. As a scenic designer, I have designed productions in proscenium and black-box theatres, 99-seat theatres, outdoor festivals, urban sites, and empty buildings. And I have 6+ years of design and management experience in the themed entertainment industry (theme parks, etc).

## education

### PhD in Scenography

University of Surrey, UK

"Scenographic Storyworlds:  
World-Building Immersive  
Environments"

May 2022

Supervisors:

Dr Rachel Hann (Scenography) & Dr  
Adam Alston (Immersive Theatre)

### Masters of Fine Arts (MFA) in Scenic Design

Cum laude

Carnegie Mellon University

2011

### Bachelors of Architecture (BArch)

Magna cum laude

California Polytechnic State  
University, San Luis Obispo

2008

## HE teaching [overview]

2024-Present	Programme Leader BA (Hons) Theatre	Middlesex University London, UK
2023-2024	Programme Leader MA in Arts Management	Middlesex University London, UK
2020-Present	Lecturer in Scenography	Middlesex University London, UK
2018-2019	Guest Lecturer	University of Surrey, UK
2014-2017	Adjunct Teaching Professor	Glendale Community College, California, USA
2012	Adjunct Teaching Professor	Azusa Pacific University, California, USA

## industry experience [overview]

2010-Present	Freelance Scenic Designer	Pittsburgh, Los Angeles, London, Birmingham
2015-2017	Senior Art Director	Wyatt Design Group (Pasadena, CA)
2014-2015	Show Set Designer	Wyatt Design Group (Pasadena, CA)
2012-2014	Art Director	RGH Themed Entertainment (Woodland Hills, CA)
2011	Show Set Designer	RGH Themed Entertainment (Woodland Hills, CA)
2008-2011	Graphic Designer	School of Drama, CMU (Pittsburgh, PA)

## research interests

Since my BArch, I have been interested in the theatricality of space, the intersection of performance and architecture, environmental storytelling, scenographic design processes and the inhabitation of space and story. My PhD explored my own collaborative design process of world-building theatrical experiences that envelop both the performance and audience space. My current research investigates connections of dramaturgy and scenography, place-making, world-building, narrative sequences and thresholds.

## courses / modules taught

### Teaching Activity / Specialisms

- Scenography, performance design, set/props/costume design
- Professional practice and practical application
- Building/Making activities (set construction, scenic painting, etc)
- Design principles and software programs
- Production and project/stage management
- Theatre Architectures
- Introduction to theatre and performance

### Middlesex University, London

**(2020-Present)**

#### **BA (Hons) Theatre**

##### Module Leader

- Scenography and Technology (THE3030), Year 3 project module
- Design Project (THE2526), Year 2 production module
- Designing & Devising (THE2103), Year 2 project module
- Entering the Theatre Industry (THE3103), Year 3 placement and portfolio module
- Cultures of the Performing Arts (PER1003), Year 1 critical commentary, seminar module

##### Module Tutor / Supervisor

- Introduction to Theatre Design (THE1002), Year 1 module
- Making Theatre (THE1515), Year 1 production module
- Theatre Industry: Applied Practices (THE2005), Year 2 module
- Theatre Laboratory: Practice-as-Research (THE3045), Year 3 project module
- Theatre Festival (THE3535), Year 3 production module
- The Scenographer (THE2030), Year 2 project module
- Advanced Theatre Skills (THE3101) & Skilling Up (PER1001), sessions developing skills

#### **MA Theatre Arts**

- Connecting Practices: Interdisciplinary Contexts & Collaborations (THE4011)
- Extending Practices: Independent Projects (THE4020)

#### **MA Arts Management**

- Independent Project (MUS4046)
- Coordinating and contacting VLs for 2 other core modules (Arts Management in Practice and Marketing & Finance for Arts & Music)

### Guildford School of Acting (GSA), University of Surrey

**(2018-19)**

#### **BA (Hons) Theatre Production**

##### Module Leader

- Introduction to Design and Scenography (PRO1022), Year 1 module (studio/seminar)

##### Guest Lecturer

- Introduction to Scenography (PRO1037); lecture: "Storytelling through Scenography" lecture and activity
- Specialist Pathway Development (PRO 2016); seminar: industry advice
- Professional Development and Planning (PRO 3012); workshop: resume and portfolios

## courses / modules taught [continued]

### Guildford School of Acting (GSA), University of Surrey [cont] (2018-19)

#### **BA (Hons) Theatre and Performance**

##### Guest Lecturer

- Design Dialogues (THE2030); 3 lectures: "Stage Architectures" lecture; "Costume Design and Photoshop Skills" workshop; "Contemporary Designers" lecture and activity
- Design Principles (THE2037); seminar and tutorials

### Glendale Community College (2014-2017)

##### Adjunct Professor

- Introduction to Theatre Design (TA172); 15 week class (studio/lab and lecture)
- Technical Theatre in Production (TA182 / TA183); supervisor for all evening production work (run crews, tech, operators, stage managers, etc)
- Costume Design (TA123); covered 5 weeks of lectures
- Make-Up Design 1 & 2 (TA109 & TA110); covered 5 weeks of lectures (lab/studio)
- Introduction to Theatre Arts (TA101); summer school (16 lectures); lectured from textbook *Theatre: The Lively Art*

### Azusa Pacific University (2012)

##### Adjunct Professor

- Theatrical Sets and Properties (TFT 221); lecture and lab/workshop
- During lab hours, I supervised student build crews for the department's main stage production (including sets and props).

## curriculum development

### **MA Creative Theatre & Entertainment Technologies, Middlesex University**

- Helped to develop asynchronous teaching plans and strategies
- Participated in validation event and preparing presentation materials

### **MA Arts Management, Middlesex University**

- Began to coordinate Programme Review for 2023

### **Glendale Community College, design classes**

- Rewrote program of classes and practical projects
- Developed grading (assessment) rubric
- Implemented collaborative project between Playwright students and Design students

## research

### doctoral supervision

Maria Oshodi	PhD by Public Works	title: "Now you don't see us, now you do Or Presenceling the Invisibled: The Transformational Practice of Extant"	start: Autumn 2023 anticipated completion: Summer 2025
Fred Meller	PhD by Public Works	title: "Back to the drawing board: re- tracing theatre heterotopias and scenographic thinking through an unruly archive"	start: Autumn 2023 anticipated completion: Summer 2025

### publications

Article: (Review Stage) "World-Building as Scenographic Design Process" for special issue of *TDR, "Critical Worldbuilding"* edited by Matthew Smith, 2026

Design Entry: *hello stranger: National Exhibition of UK Performance Design 2019-2023*, UK National exhibit, Prague Quadrennial 2023.

Editorial: Issue Editor: *Platform: Journal of Theatre and Performing Arts*, Autumn 2020 vol.14.1.

Book Review: *Critical Encounters with Immersive Storytelling* by Alke Gröppel-Wegener and Jenny Kidd for *Platform: Journal of Theatre and Performing Arts*, Autumn 2019, vol.13.1.

(WIP) Proposed article for *Theatre and Performance Design*: "Immersion-as-Inhabitation in Scenographic Storyworlds: An Architectural Consideration of Immersive Environments"

### invited talks

May 2023	"Practice and/or Methodology?"	GSA PGR Symposium	Guildford School of Acting, University of Surrey, UK
Jan 2022	"World-Building Design: the Whole and the Bits within"	The Next Stage Summit (immersive experience institute)	Pasadena Playhouse, California, USA
Sept 2019	"Thresholds" and designer panel discussion	Symposium I SANDBOX: Immersive Worlds & Playable Spaces	Potemkin Theatre, London, UK
Dec 2018	"Storyworlds as Scenographic"	Speculative Scenographics Research event	Roskilde University, Copenhagen, DK
Nov 2018	"Immersion in Scenographic Storyworlds"	Performing Audiences Research event	Guildford School of Acting, University of Surrey, UK
Jan 2018	"Impact of institutions on the researcher."	Performing Institutions, Culture, Politics and Pedagogy of the Performance Design Paradigm International Seminar	Teatro Potlach, Fara in Sabina, Italy
Oct 2015	"So you want to create the next Pirates of the Caribbean? Theatre & Theme Parks"	Alumni Days event	Theatre and Dance Department, Cal Poly, San Luis Obispo, California, USA

## conferences: research presentations

Sept 2025      Activity: Interactive Scenographic Objects  
                     Theatre & Performance Research Assoc. (TaPRA) Scenography Working Group  
                     University of Warwick, UK

June 2022      "Scenography as Method"  
                     International Federation of Theatre Research (IFTTR) Scenography Working Group  
                     University of Iceland, Reykjavik, Iceland

Nov 2019      "Immersion-as-Inhabitation in Scenographic Storyworlds: An Architectural Consideration of Immersive Environments"  
                     Themed Experience & Attractions Academic Society (TEAAS) symposium at IAAPA  
                     Orlando, FL, USA

Nov 2019      "Scenographic Storyworlds: World-Building and Place-Making"  
                     American Society of Theatre Research (ASTR)  
                     Arlington, VA, USA

Sept 2019      "Place-Making and Scenographic World-Building"  
                     Theatre & Performance Research Assoc. (TaPRA) Scenography Working Group  
                     Exeter University, UK

June 2019      "Scenographic World-Building"  
                     International Federation of Theatre Research (IFTTR) Scenography Working Group  
                     DAMU, Prague, CZ

May 2019      "World-Building: Designing Scenographic Storyworlds"  
                     Surrey Arts and Humanities Research Group (SAHRG)  
                     University of Surrey, UK

Jan 2019      Poster: "Scenographic Storyworlds"  
                     Faculty of Arts and Social Sciences (FASS) Festival of Research  
                     University of Surrey, UK

Dec 2018      "Building Scenographic Storyworlds"  
                     GSA Post-Graduate Researcher Symposium  
                     University of Surrey, UK

Sept 2018      "Notating Scenographic World-Building"  
                     TaPRA Gallery at Theatre & Performance Research Assoc. (TaPRA) Conference  
                     Aberystwyth University  
                     This was accompanied by a gallery display of drawings and "3D representation" of my sketchbook from "Invisible Cities" with Teatro Potlach.

April 2018      "World-Building and Immersive Scenography"  
                     Scenographics Research Day, GSA Post-Graduate Researcher Symposium  
                     University of Surrey, UK

April 2018      "Building 'museums' as scenographic world-building"  
                     Scenography in Exhibition and the Museum, TaPRA Scenography WG  
                     V&A Museum, London, UK

## industry experience: themed entertainment

### Wyatt Design Group

Pasadena, CA, USA

#### Selected Projects

Warner Brothers World (Abu Dhabi, UAE): themed land in new theme park

The Walking Dead: A Walkthrough Attraction (Universal Studios, Hollywood, USA): horror walk through maze with live performers

Justice League: Battle for Metropolis (6 Flags parks: Texas, St Louis; Parque Warner Madrid): interactive dark ride

Changyu Pioneer Wine Company Attractions (Yantai, China): themed lands

A new theme park in a middle eastern country

Several regional attractions celebrating production plants and industry in China

Children's play areas at several indoor family entertainment centers (FECs)

#### Senior Art Director (2015-2017)

- On-Site Art Director for the *Walking Dead Attraction* at Universal Studios, Hollywood
- Supervised artists and designers for many international and national projects for Concept, Schematic and Design Development phases: provided input for concept illustrations, drafted elevations, and client presentations.

#### Show Set Designer (2014-2015)

- Designed and developed interior retail and food/beverage props packages; Designed attraction props and elevation for specific intellectual property (IP)
- Hand drafted elevations of theme park attraction

### RGH Themed Entertainment

Woodland Hills, CA, USA

#### Selected Projects

The Red Sea Astrarium (Aqaba, Jordan): new theme park, including several new attractions/rides: 3D film dome show/ride; magic theatre dinner show; interactive, adventure playspace

#### Show Set Designer/Art Director (2011-2014)

- Designed physical elements needed to tell a story, the guest interaction, the spatial layout, the physical look of the attractions.
- Determined materials, textures and colors of all surfaces.

## industry experience: theatre

Designer/PM	<i>The Legitimate Peaky Blinders Festival</i>	Dank Parish, co	Digbeth, Birmingham	2019
Designer	<i>Momentary Bliss and Serpentine's</i>	Dank Parish, co In(ep)trepid , co	Boomtown Faire	2019
Designer	<i>The Church of the Sturdy Virgin</i>	Dank Parish, co	VAULTS Festival, London	2019
Scenic Designer	<i>Autumn Rep: 1984</i>	Zoe Ford, dir	GSA	2018
Scenic Designer	<i>Autumn Rep: 3 Winters</i>	Emily Kempson, dir	GSA	2018
Scenic Designer	<i>Autumn Rep: Her Naked Skin</i>	Sean Linnen, dir	GSA	2018

Scenic Designer	Wonder City	Ashley Steed, dir	Visceral City Project	2017
Scenic Designer	Urinetown	Jeanette D. Farr, dir	Glendale College	2016
Scenic Designer	If You Can Get to Buffalo	Edgar Landa, dir	Son of Semele Ensemble	2015
Scenic Designer	Much Ado About Nothing	Matt Foyer, dir	Glendale College	2015
Assoc. Designer	The Day Shall Declare It	Annie Saunders, co-dir	Arts District Los Angeles	2015
Scenic Designer	Woman Parts	Barbara Kallir, dir Becca Wolff, dir	Son of Semele Ensemble	2014
Scenic Designer	Linthead	Max Montel, dir	Santa Monica Playhouse	2012
Scenic Designer	The ALICE Project	Marianne Weems, dir	Carnegie Mellon	2011
Scenic Designer	Faust	Joshua William Gelb, dir	Carnegie Mellon	2010
Scenic Designer	Playground Central	Matt Bialek, project mgr	Playground Festival	2010
Scenic Designer	The Grapes of Wrath	Barbara Mackenzie-Wood, dir	Carnegie Mellon	2009
Scenic Designer	Animal Farm	Josh Machamer, dir	CalPoly, SLO	2008

## industry experience: television

Art Dept. Intern	Dexter	Jessica Kender, prod des.	Showtime	2010
Art Direction	5 New episodes	Candace Brekka, prod des.	WQED Studios	2010
Art Direction	Crossroads Café	Max Montel, dir	WQED Studios	2009
Art Direction	Love Cats	Phillip Kutchin, dir	CMU TV Project	2008

## professional development

### academic/research training

**Researcher Development Programme**, Doctoral College University of Surrey, UK (2017-2020): skills training for post graduate researchers, including: writing skills, presentation skills, writing for publication, career development and project management.

**Practice-based Research Workshops**, Tēchne Consortium and Royal Holloway University of London, UK (2017-2018): training and development workshops focusing on practice-research doctorates and artistic research

**Graduate Certification Workshops, Continuing Professional Development**, Department of Higher Education, University of Surrey, UK (2018): "Introduction to Teaching and Learning in Higher Education" and "Feedback and Assessment"

### conference and event organization

**Critical Costume 2018** bi-annual Conference (co-organizer) "On Ethics" (September 2018) at GSA, University of Surrey, UK

### editing / peer reviewing

Co-Editor	Platform: Journal of Theatre and Performing Arts	Autumn 2020 vol.14.1
Book Reviews Ed	Platform: Journal of Theatre and Performing Arts	Autumn 2019 vol.13.1
Cover Design	Platform: Journal of Theatre and Performing Arts	Autumn 2019 vol.13.1
Issue Design	Platform: Journal of Theatre and Performing Arts	vols. 12.1, 12.2, 13.1
Peer Reviewer	IFTR Scenography Working Group	

## awards / honors

**Post-Graduate Researcher Studentship** (2018-2020) from Faculty of Arts and Social Sciences (FASS) at University of Surrey, UK

**THEA Award for Outstanding Achievement** (2019) from Themed Entertainment Association (TEA) for the project *Warner Bros. World* in Abu Dhabi, UAE; I was a part of the design team for the theme park which opened in 2018.

**School of Drama travel scholarship** for the 2011 Prague Quadrennial

*The Grapes of Wrath* and *Animal Farm* scenic designs were selected to be shown in the 2011 Prague Quadrennial USITT Student Exhibition

## selective skills

- Adobe Photoshop
- Adobe InDesign
- Adobe Illustrator
- AutoCAD (Mac)
- Hand Drafting
- Model Construction
- Model Painting
- Watercolor
- Figure Drawing
- Perspective Drawing
- Scenic Painting
- Carpentry
- Beginning Welding
- Presentation Development
- Public Speaking

## professional memberships

- Society of British Theatre Designers (SBTD)
- Performance Design Education Collective (PDEC)
- Theatre & Performance Research Association (TaPRA), Scenography Working Group
- International Federation of Theatre Research (IFTR), Scenography and Architecture Working Groups
- Themed Experience and Attractions Academic Society (TEAAS)
- Themed Entertainment Association (TEA)
- International Association of Amusement Parks and Attractions (IAAPA)

## references / referees

### Dr Rachel Hann

PhD Supervisor

Northumbria University

[rachel.hann@northumbria.ac.uk](mailto:rachel.hann@northumbria.ac.uk)

### Dr Josephine Machon

Former teaching colleague and research collaborator

Research Resident, Guildhall School of Music & Drama

[machonj@gmail.com](mailto:machonj@gmail.com)

### Becky Brown

Creative Producer

The Storytellers  
Specifiq Theatre co.

[becky@specifiq.co.uk](mailto:becky@specifiq.co.uk)