PABLO
EXPERIENCE DESIGNER

Pablo de Larrañaga Aramoni
www.pablodel.art
contact@pablodel.art

Skills

3D Modeling and Rendering
Concept Design
Digital Illustration
3D Printing
Graphic Design
CNC and Laser Cutting
Storyboarding
Digital Fabrication
Miniature Model Making
Iterative Design Process
Creating Drawing Packages
Multi-disciplinary Collaboration

Software

SketchUp
AutoCAD
Revit
Fusion 360
Vectorworks
Photoshop
Illustrator
InDesign
Premiere Pro
After Effects
Twinmotion
Enscape
Procreate

Languages
Spanish, English and French

Involvement

Talent Programs Coordinator
Big Break Foundation
July 2023 - Present

World Experience Summit
Volunteer, London, June 2023

Member of IAAPA and TEA

Experience

The Overcoat
Theater Scenic Designer | *Dec 2023 - April 2024*
Led the design process from initial concept through to final execution, ensuring the creative vision was effectively translated into the physical space, aligning with project specifications and goals. Leveraged 3D modeling and rendering to develop detailed designs, facilitating effective communication and collaboration with the production team.

Salón México
Dance Scenic Designer and Fabricator | *Jan 2024 - April 2024*
Transformed the theater into a recreation of a bustling dance hall, engaging audiences in a vivid, multi-sensory experience. Implemented luminescent UV-reactive paints and materials, which evolved visually in response to changing lighting conditions. Integrated video projections layering digital and physical mediums. Sourced materials, furniture, props, and set dressing.

Tsipekua: Día de Muertos Celebration
Creative Director, Producer and Scenic Designer | *May 2022 - Nov 2023*
Led the conceptualization and design for immersive environments in the first Day of the Dead festivals at CalArts, engaging over 300 participants. Directed the full cycle of design from conceptual sketches to 3D modeling and rendering, overseeing immersive theater, music, and dance performances. Managed interdisciplinary teams while handling fundraising and budgeting.

blink
Experience Designer and Illusion Designer | *Oct 2022 - May 2023*
Developed an innovative live performance by leveraging theatrical illusions to transform audience spatial perception. Programmed and executed advanced lighting setups, laser installations, and special effects, utilizing 3D software for spatial planning and synchronization with audio-visual elements.

Ashrama
Scenic Designer, Sculptor and Fabricator | *Feb 2022 - May 2022*
Collaborated with a musician to craft a sound-responsive art installation. Applied 3D design principles to conceptualize and realize the installation, ensuring the artistic vision was effectively communicated and materialized.

Retro Rave
Scenic Designer and Fabricator | *March 2021 - November 2021*
Designed scenery for a large-scale immersive event, translating thematic concepts into 3D models and renderings for a production attended by over 700 guests. Built and installed themed set pieces and represented ideas and concepts of the design using 3D models, sketches, and renderings.

Education

BFA in Experience Design and Production
Minor in Digital Arts
California Institute of the Arts (CalArts) | Expected May 2024

Themed Environment Design
Computer Graphics Master Academy (CGMA) | Fall 2023
Intensive course dedicated to concept design for experiential design and story-driven guest experiences with real-world spatial constraints.