



Pablo de Larrañaga Aramoni

www.pablodel.art

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Skills

3D Modeling and Rendering

Concept Design

Digital Illustration

Storyboarding

Graphic Design

CNC and Laser Cutting

3D Printing

Digital Fabrication

Miniature Model Making

Iterative Design Process

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

Show Ambassador

IAAPA Expo Asia, Bangkok

June 2024

Member of IAAPA and TEA

Experience

Creative Intern

STURDY., Los Angeles | June 2024 - Present

Led the set design for Rauw Alejandro's performances at the MTV Video Music Awards and Global Citizen Festival in Central Park. Designed concert visuals for Peso Pluma's North American tour "Éxodo" and developed concept art for Will Smith's upcoming festival tour. Contributed to stage design and concept art for yet-to-be-announced world tours and live shows.

Set Designer and Producer - Salón México

New Original Works Festival at REDCAT, Los Angeles | Jan 2024 - Present

Transformed the theater into a recreation of a bustling dance hall, engaging audiences in a vivid, multi-sensory experience. Utilized 3D modeling to visualize and refine the design, which included the integration of luminescent UV-reactive paints and video projections.

Set Designer - The Overcoat

CalArts, Los Angeles | 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.

Creative Director, Producer and Set Designer - Tsipekua

Gloria Molina Grand Park and CalArts, Los Angeles | 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.

Set Designer and Fabricator - Retro Rave

CalArts, Los Angeles | 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) | Graduated 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.

Designing for Themed Entertainment and Experiences

The Essential Art Department | Spring 2023

Overview of the themed entertainment industry, focusing on the design processes behind creating world-class attractions.