

Garrett Cebollero

Design and Production for Themed and Immersive Entertainment

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Skills

Design/ Editing Software

- Adobe Suite:
 - Photoshop
 - Illustrator
 - InDesign
 - Premiere Pro
- Logic X
- ProCreate
- Unity
- Final Cut Pro
- Swift/ Xcode
- Processing

Microsoft Suite

- Excel
- Word
- PowerPoint

Digital Modeling/

Drafting:

- SketchUp
- Vectorworks
- AutoCad
- Revit

Scenic Fabrication

- Scenic construction/ carpentry
- Properties fabrication
- Basic tool usage
- Interpret architectural plans
- Scenic Painting
- Set dressing
- Drafting

Team Management

- Slack
- Google Suite
- Creative and analytical problem solving
- Time management
- Production budgeting
- Team coordination

Experience

CalArts Ecolibrium/ Pando Populus

Narrative/ Experience Designer | Valencia, Ca | January 2021 - Present

Working towards solutions to meet LA County's Green New Deal while focusing towards tangible solutions to be executed with the Pando Populus organization. Analyzing and developing new ways to communicate and collaborate with communities/ stakeholders throughout the neighborhoods of LA to implement and achieve a greener/ just future for LA. Working specifically with Pico Union neighborhood for a pocket park along with the city of Pasadena on their Green Transit Initiative.

Roles Included: Identifying development needs for communities throughout Los Angeles for education and communication with a focus on diversity and inclusion.

The Speakeasy Society

Scenic Designer/ Constructor | Valencia, Ca | January - December 2020

Working with Los Angeles based theater company *The Speakeasy Society* on two devised shows in 2020; *The Labyrinth* (Postponed) as well as *Ebenezer 2020 An Immersive Internet Spectacular*.

Roles included; Scenic/ experience design, team coordination/ management.

Skills Acquired

- User experience development
- Concept deck/ mood board development

CalArts Halloween: Virtual Experiential Show

Co-Script Writer, Experience Designer, Graphic Designer | May - October 2020

In a highly flexible environment, a team of 10 crafted, adapted and transformed a once in-person show to a virtual platform to explore the fictional universe and give our audience a taste of the narrative. Rewriting and adapting the narrative to a completely virtual platform involving; a custom built website, multiple instagrams for a story telling platform, at-home printable activities/ puzzles and 2 live performances.

Roles Included; Story/ Experience Writing. Team coordination/ organization. Virtual platform scouting/ designing. Marketing.

Skills Acquired

- Social media interface design
- Creating/ Editing virtual/ video content
- Creating and managing team asset organization/ archival
- Working/ designing on a time sensitive and highly flexible collaborative project

CalArts Halloween: Haunt Experience

Scenic Designer/ Buyer, Design Coordinator | Valencia, Ca | July - November 2019

CalArts Halloween; an annual student run event, attended by over 3000 guests. With expanding the entertainment offered premiered an Immersive Theater Haunt Piece involving 5 live Actors, theatrical lighting, detailed scenic, integrated video and sound scapes. The Experience accomplished a rough throughput of 200 audience members within the 4 hours.

Roles Included; Project/ creative coordination throughout production development. Coordination/ management of facility and city restraints, codes and permitting. Scenic and user experience/ engagement design.

Skills Acquired

- Writing for user experience
- Managing external affairs
- Analyzing market and demographic to enhance and cater to audience
- Organization and distribution of digital/ creative assets
- Analyze project objectives to help producers/ funders understand the impact of creative decisions for value delivered to overall production

California Institute of the Arts Scenic Shop

Scenic Carpenter | Valencia, Ca | August 2018 - Present

Roles included; Following blueprints to construct and strike scenic elements for sessional productions.

Skills Acquired

- Proficiency with hand/ power tools
- Flat and structural construction

Six Flags Magic Mountain

Entertainment Stage Technician/ Scenic Artist | Valencia, Ca | May 2019- September 2019

Roles included; stage support for live events, scenic construction/ artistry for Six Flags Fright Fest/ other holidays and special events. Aiding/ leading in the loading and securing of scenic elements for transportation. Transporting large scenic elements for installation. Installing, leading in detailed inspections, refurbishing scenic Elements. Loading in and striking scenic and lighting elements for stage shows/ experiential installations.

Education

California Institute of the Arts,

Los Angeles, CA

BFA Scenic/ Experience Design

2018 - 2022

Awards

Cornell Themed

Experience

Competition 2020

- 2nd team overall out of 61

- 1st place Concept Design