

# Christopher S. Russo

Technical Theatre Specialist

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**Objective:** A position at an institution that uses my mastery of management in theatre production, and/or scenic construction and design. My specific skills include: Technical Direction, Drafting and 3D Modeling, designing Automation and Mechanization, fabricating with wood and metal, Production Management, and Projection Engineering.

## Education:

### **MFA in Theatre – Yale School of Drama, 2012**

- **Technical Design and Production** with
- Emphasis in Theatre Planning & Consulting and Technical Direction
  - Structural & Mechanical Design, Welding, Machining, Production Process, Consulting in A/V, Stage Equipment, & Theatre Design
- Theatre Safety: OSHA and NFPA
- Thesis: *Solar Power for the Theatre: A Case Study on Totem Pole Playhouse*

### **BFA in Theatre Production – Pennsylvania State University, 2005**

- Emphasis on Technical Direction and Scenic Design.
- Architecture Studies Minor with studio work.
- Recipient of the *Anne Gibson Award for Professional Development in Theatre Design and Technology* 2005.

## Continuing Education and Certifications:

- Solar Energy International (SEI) – PV101: Solar Electric Design and Installation [03/2012]
- Genie Telescopic Lift Certified
- CPR/First Aid Certified
- Jay O Glerum Rigging Masterclass (Intermediate) – Hosted by USITT [06/2018]
  - Instructors: Ed Leahy and Jonathan Deull
- Entertainment Technician Certification Program – **ETCP Certified in Theatre Rigging.**
- Fall Protection and Rescue Training Seminar – Yale School of Drama [07/2019]
  - Instructor: Neil Mulligan, ETCP Renewal Credits
- SPRAT I Certification – CM/Rock Litz [11/21]
- Beer Brewer Professional Certificate and Internship – University of Richmond/Virginia Tech [12/21]

## Skills:

**Mastery of Carpentry** (Scenery, Furniture, Stick Frame Homes, etc.), **Welding** (MIG, TIG, Oxy-Acetylene, Stick, Brazing, Soldering), **Machining/Metal Fabrication** (Scenery, Bridgeport, CNC Mill, Lathe, Iron Worker), **Mechanization** (Physics of Stage Machinery, Gear-Motors, Chain Stages, Moving Scenery), **Structural Design, Automation** (Hudson Systems, Creative Conors, PLC controls, Limits, E-Stops, Inverters, wiring, disconnects), PLC Logic Programming, **Rigging (ETCP Certified - Theatrical Rigging, Aerial, Circus, Counter Weight Fly Systems, Chain Hoists, Truss, Safety, Rope Access, Rescue)**, Electrical Wiring and Load Control, Lighting (ME, Hanging, Focusing, Troubleshooting), ETC Board Op, Basic Lighting Design, Basic Sound Design, Basic Sound Mixing (Yamaha CL5), Set Design, Textile Fabrication (Hand Sewing, Machine Sewing, Drops and Drapes), Property Artistry (Molds, Sculpting, Furniture, Running, Acquisition), Basic Scene Painting, Hand Drafting, Isometric Drawing and Sketching, Building and repairing computers, Windows and Apple, **AutoCAD (Build Drawings, 2D, 3D, some Inventor, some Revit, some Electrical)**, Vectorworks, Sketchup, Spikemark, **Microsoft Office (Excel, Word, PowerPoint, OneNote, Visio, Access)**, Adobe (Acrobat, **Photoshop, Premiere**, After Effects, Illustrator, InDesign), Video Editing, **Projection Engineering, Watchout Programming, Q-Lab, Isadora**, VCarve tool pathing, **Shopbot**, IP Networking, Cable Management, **Budgeting, Production Planning**, Health and Safety (Theatre Standards, Shop, NFPA, NEC, OSHA), **Theatre Consulting and Planning** (Stage Machinery, Audio/Visual, Acoustics), **Audio/Visual** Installations, **Sustainability**, Solar Power, Plumbing, Home Improvement, **CPR, First Aid, Fork Lift/Zoom Boom** Operation, Genie Lift Certified, Front of House Operations, Production Management, Equity Contracts, Theatre Season Planning, Company Management....

## Experience:

### Virginia Tech School of Performing Arts, Blacksburg, VA USA

#### **Associate Professor of Practice / Technical Director** [08/2017 – present] (Academic Calendar)

Responsibilities and duties within the Department of Theatre & Cinema:

- Technical Supervisor/Director of the mainstage productions, workshops, and theatre events.
- Primary Advisor of the Technical Direction Program within the MFA in Theatre Program
  - Instruction of technical theatre and production to graduate students.
- Instruction of technical theatre courses to undergraduates.
- Advancement of curriculum in experiential learning.
- Collaborate with faculty, staff, and students on the planning, management, implementation, and safety of all phases of production, specifically related to scenic and technical elements, for the Department of Theatre and Cinema's mainstage productions and workshops.
- Produce cost analyses, construction drawings, and build schedules.
- Manage scene shop activities, and theatre facilities and equipment.
- Track expenditures for scenic, scene shop, and equipment related budget lines; as well as propose Equipment Trust Fund requests, and administer Department of Theatre equipment inventory tracking on a regular basis.
- Oversee the duties and responsibilities of the Scene Shop Supervisor, and co-manage the health and safety of the scene shop and theatre spaces.
- Supervise student involvement on scenery construction, and provide guidance and mentorship for students performing technical management roles on productions for the purpose of realizing scenic, prop, and lighting designs.
- Actively recruit and mentor students in the MFA in Theatre Program; and specifically administer/teach the Technical Direction Program Area within the MFA in Theatre Program as the Primary Advisor.
- Teach undergraduate and graduate courses in stagecraft, technical design and production, and production management, with the option of teaching in a secondary area.
- Participate in technical rehearsals and production meetings for the mainstage productions.
- Engage in departmental services: recruiting, structural committees, season planning, and faculty meetings.

### Virginia Tech School of Performing Arts, Blacksburg, VA USA

#### **Instructor of Scenic Technology / Shop Supervisor** [01/2014 – 08/2017] (Academic Calendar)

Responsibilities and duties within the Department of Theatre & Cinema:

- Manage and maintain the Scene Shop and Studio Theatre: tool upkeep, shop and storage organization, ordering of supplies and materials, ensure safety measures are met.
- Supervise the installation of technical aspects (scenery, lights, and props) for all mainstage productions.
- Instruct graduate and undergraduate students in Technical Direction, scenic construction, and tool usage (wood and metal construction). Teach courses in technical theatre: Production Process, Projections, Drafting, Studios.
- Work, and instruct, on special projects for productions, including automation and CNC.
- Attend and participate in faculty and production meetings, and sit on various committees.
- Participate in the recruiting of new students and represent the School at conferences (USITT, SETC, LINK).
- Monitor Student and Graduate Assistant hours.
- Maintain shop purchases and budgets
- Maintain inventory of Department of Theatre's fixed assets in conjunction with other departments in the School.

### Yale Repertory Theatre/Yale School of Drama (Lort-D/Academia), New Haven, CT. USA

#### **Head Projections Technician** [10/2012 – 12/2013] (Academic Calendar)

Responsibilities and duties:

- Serve as projections staff and support for projection engineers and designers for the Rep and School.
- Build and maintain projections equipment including cabling, computers, components, and networking. Build sound baffling and projector mounts as needed.
- Implement system designs from system-flow-diagrams and trouble-shoot signal issues. Assist in instructing students on the projection engineering process.
- Prepare computer systems for programing, and serve as Watchout™ programmer when needed.

Long Wharf Theatre, New Haven, CT. USA**Over-hire Technician** [10/2012 – 12/2013]

- Shop Carpenter and Lighting Crew

Totem Pole Playhouse (AEA Summer Stock Theatre), Fayetteville, PA. USA**Associate Producer (Production Manager) †** [04/2013 – 09/2013] [04/2014 – 09/2014] [04/2015 – 07/2015]**Associate PM/House Manager/Scenic Designer** [05/2012 – 08/2012]**Associate Production Manager/Scenic Designer** [05/2011 – 08/2011]**Technical Director** [05/2008 – 08/2008] [05/2009 – 08/2009] [05/2010 – 08/2010]**Scenic Designer/Master Carpenter** [05/2004 – 07/2004] [05/2005 – 07/2005]**Associate Technical Director** [05/2001 – 08/2001] [05/2002 – 08/2002] [05/2003 – 08/2003]**Properties Master** [05/2000 – 08/2000]**Technical Intern** [05/1999 – 08/1999]**Usher** [05/1991 – 08/1991] [05/1992 – 08/1992] [05/1993 – 08/1993]

Responsibilities and duties over the years:

- †Manage all production departments for entire 4-7 show season. Hiring and recruiting Production Staff. Manage and maintain season department/show budgets. Familiarity with, and enforcing, the Equity Contract.
- †Technically draft scenic units for construction, engineer intricate scenic elements. Instruct interns and Production Staff on various technical theatre aspects.
- Build new scenery and adapt stock scenery for 6 shows per summer season. Create, read and build from hand drawings and CAD drawings.
- Maintain budgets for scenic department, and scene shop, including tool maintenance and hardware stock.
- Load in and strike scenery, supervise other employees and interns, coordinate and lead build, strike/load-in. Instruct interns on shop and construction techniques.
- Scenic Design for seven productions: *Weekend Comedy '04, Funny Money '05, Compete History of America '10, Moonlight and Magnolias '11, Almost, Maine '12, Godspell '14, Shenandoah '15*
- †Maintain Facilities: HVAC, repairs, FOH management, Company Management
- Involved in 90+ productions over the course of 15 seasons, with all departments, yet almost entirely scenically devoted.

Sightline Fabrications, Brooklyn, NY (Commercial Scene Shop)**Carpenter** [2/2009 – 04/2009]

- Build scenery, wood and metal construction.

Cirque du Soleil, Montreal Canada (Touring Shows Division)**Head Carpenter, Alegria** [10/2006 – 02/2008]**Swing Technician, Alegria** [07/2005 – 10/2006]

Duties and responsibilities for the Carpentry Department: Authority of all workings of the stage and set, including Automation equipment.

- Schedules and planning for employees in the Carpentry Department.
- Maintenance for stage and set.
- Planning of city transfers, including intercontinental transfers including 7 truck loads.
- Leading teams in assembling and disassembling stage and set.
- Supporting the Artistic Department; rehearsals, staging, ASM.
- Running and maintaining show integrity onstage and back stage.
- Hiring and training of new employees.
- Creating and reading AutoCAD drawings for stage, set, big top tent, and site.
- Assist in and orchestrating the assembly and disassembly of the stage, set, and big top tent.
- Work as Crew, Stage Carp, and Back Stage Manager for performances.
- Visited 14 countries on three continents while on tour.

Eisenhower Auditorium, State College, PA USA (IATSE Venue)**Core Student Stage Crew Member** [10/2001 – 10/2004]

Bear Construction, Fort Collins, CO. USA**Carpenter/Framer**

[09/2000 – 05/2001]

Residential Construction

**Conferences:**United States Institute for Theatre Technology (USITT) – Active Member

Toronto, Ontario	2005	
Salt Lake City, Utah	2016	Session Presenter – “Make It Move”, Wagon Technology
St. Louis, Missouri	2017	
Ft. Lauderdale, Florida	2018	Conference Committee – <b>Technical Director for the Outdoor Venue</b> <i>Managed all aspects of loadin, events, sessions, and strike.</i>
Louisville, Kentucky	2019	Conference Committee – <b>Production Manager for the Expo Floor</b> <i>Managed all aspects of loadin, events, sessions, and strike.</i>
Houston, Texas	2020	Conference Committee – <b>Production Manager for the Expo Floor</b> <i>“Managed” all aspects *Cancelled event</i>
Baltimore, Maryland	2022	Conference Committee – Production Manager for the Expo Floor

South Eastern Theatre Conference (SETC)

Greensboro, North Carolina	2016
Lexington, Kentucky	2017
Mobile, Alabama	2018

LiNK – Graduate Recruiting Event (USITT/SETC)

Atlanta, Georgia	2016
Atlanta, Georgia	2017
Atlanta, Georgia	2018
Atlanta, Georgia	2019

Virginia Thespians

Virginia Tech	2017	Basic Automation Workshop
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**Teaching Accomplishments:**

**Areas of Specialization:** Scenic Construction, Carpentry, Tool and Shop Use, MIG Welding, Milling and Machining, Basic Scene Painting, Technical Drafting (Hand Drafting/AutoCAD), CNC Pathing, Furniture Construction, Mechanical Design, Automation Design, Structural Design, Electrical Design and Wiring, Theatrical Rigging, Production Management, Theatre Safety, Technical Writing, Theater Architecture and Consulting, Projection Engineering and Watchout Programming...

Courses Developed and Taught at Virginia Tech

TA 3144	<b>Projection Engineering – Theatre Technology Topics</b>	3 Credit Hour
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Taught: SP 2015, SP 2017, SP 2019, SP2020

This course introduces the technology and process of achieving a Video Projection Design. Topics discussed are: Video Transmission Protocols, Projection Equipment, Computer Architecture, Aspect Ratios and Resolution, Lens Calculations, Drafting and System Flow Diagrams, Watchout Programing, Practical Applications, Live Feed Integration, Content Acquisition and Creation.

TA 3144/5504	<b>Managing Collaboration – The Production Process</b> (Graduate Studio)	3 Credit Hour
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Taught: Fall 2015, Fall 2016, Fall 2017, Fall 2018, Fall 2019, Fall 2020

This course focuses on the principals and methods of production planning used by typical theatre managers within the regional theatre model. Study in this course is approached from technical examples and projects, although the skills and techniques are applicable across any discipline. All projects, small or large, involve similar logistical methods of process and organization. Areas of focus in this course are: Product Design, Budgeting, Scheduling, Calendars, Staffing, Unions, The Role of the Manager, Touring, and Theatre Safety (OSHA and NFPA).

- TA 3144                    **Drafting for the Stage – Theatre Technology Topics**                    3 Credit Hour  
 Taught: Fall 2017, Fall 2018, Fall 2019, Fall 2020  
 This course will introduce the key process in communicating scenic and technical designs graphically through drafting standards outlined by USITT. A progression from simple hand drawing, to hand drafting tools and techniques, and ultimately to computer aided tools will facilitate the understanding and appreciation for the art of drafting whether it be by pencil or mouse in hand. Most notable topics will include: Hand Drawing & Drafting Techniques, Drafting Standards for Theatre, Orthographic and Isometric Drafting, Computer Aided Drafting, and Drafting in 3D with AutoCAD.
- TA 3144                    **Shop Technologies – Theatre Technology Topics**                    3 Credit Hour  
 Taught: SP 2017  
 As a continuation of Stage & Lighting Technology and Scene Shop Production Lab, this course covers the following five areas: Stage Rigging, Welding Techniques, CNC Router use, Advanced Carpentry Techniques and Tools, and metal Machining with the Mill and Lathe. The majority of class time will be experiential learning working on projects that use the techniques needed to understand the covered topics.
- TA 3014                    **Production Scene Shop Lab**                    1 Credit Hour  
 Taught: SP 2014, Fall 2014, SP 2015, Fall 2015, SP 2016, Fall 2016, SP 2017, Fall 2017  
 This course is intended to expose students to the scenery build process in a scene shop. Students will be exposed to tool use and basic material handling while assisting in the build of the season's mainstage productions. Upon completion, students should be familiar with typical scenic construction techniques, be able to use common hand and power tools for wood and metal construction, and understand safety practices in a shop setting.
- TA 3014                    **Production Run Crew Lab – New Course**                    1 Credit Hour  
 Taught: Fall 2016, SP 2017, Fall 2017, SP 2018, Fall 2018, SP 2019, Fall 2019, SP 2020  
 This course is intended to expose students to a theatrical production while working "behind the scenes". In addition, this course helps supply SOPA's main stage theatre productions with supporting roles that are non-performance based. A run crew role is typically a job, part, or duty relating to working backstage, or assisting one of the production areas in a multitude of ways. Upon completion, students should be able to demonstrate and understand the responsibilities and requirements involving being run crew on a production. Additionally, students will develop and have appreciation for collaborative skills surrounding the rehearsal and performance process.
- TA 2414                    **Stage & Lighting Technology – Redesigned Degree Required Course**                    3 Credit Hour  
 Taught: Fall 2017, SP 2018, Fall 2018, Fall 2019, SP 2019, SP 2020, Fall 2021  
 Students will be given an ability to collaborate and/or communicate in the industry with confidence and understanding of theatre production from the technical perspective; i.e. scenic, and lighting areas. Students will be given an ability to collaborate and/or communicate in the industry with confidence and understanding of theatre production from the technical perspective; i.e. scenic, and lighting areas.
- TA 3144/5534            **Stage Rigging – New Topics Course**                    3 Credit Hour  
 Taught: SP 2019, SP 2020  
 The importance of understanding the safety of overhead rigging is the core of this course. Such topics discussed in this course will be rigging math involved in the strengths of materials and safe loading practices, rigging components, rigging techniques, and experience in the use of theatre rigging. Upon completion, students will demonstrate competence of rigging equipment and the ability to carry out typical rigging tasks and scenarios safely and efficiently.
- TA 5514                    **Structural Design for the Stage I (Graduate Studio – New Topics Course)**                    3 Credit Hour  
 Taught: Fall 2017, Fall 2018, Fall 2019, Fall 2020  
 This course concurrently develops the pre-calculus mathematics and physical sciences requisite for advanced study in modern theater technology, and concentrates on the application of statics to the design of safe scenic structures. Assignments relate structural design principles to production applications. Scope includes: Geometric Properties; and Sawn Lumber Beam and Column Design. Upon completion, students will be able to calculate within safe margins the capacities of certain loading conditions with wood construction components, such as beams and columns. Students will demonstrate a vocabulary and understanding that is present in mechanical, and structural engineering.

TA 5514                    **Structural Design for the Stage II** (Graduate Studio – New Topics Course)                    3 Credit Hour  
 Taught: SP 2018, SP 2019, SP 2020

This course concurrently develops the pre-calculus mathematics and physical sciences requisite for advanced study in modern theater technology, and concentrates on the application of statics to the design of safe scenic structures. Assignments relate structural design principles to production applications. Scope includes: Steel Beam and Column Design. Upon completion, students will be able to calculate within safe margins the capacities of certain loading conditions with **steel** construction components, such as beams and columns. Students will demonstrate a vocabulary and understanding that is present in mechanical, and structural engineering.

TA 5524                    **Mechanical Design for the Stage I** (Graduate Studio – New Topics Course)                    3 Credit Hour  
 Taught: SP 2018, SP 2019, SP 2020

This course is the precursor of Mechanical Design for the Stage II. To design mechanization for a theatrical production, one must first understand the physics involved to make things move. This course serves to introduce, or review, the fundamentals of physics that relate to typical scenery used in theatrical productions. Understanding how to calculate the forces involved in scenery movement will enable students to understand sizing, rating, and calibration of industrial equipment used in moving scenery. Students will gain an understanding of the “physics of stage machinery” mostly used in scenic construction, automation, mechanization, and rigging. Students will demonstrate the ability to calculate, within a basic margin, how to determine the physical constraints and power formulas for loads found in scenery mechanization and automation. Students will understand what it takes to make things move, and the knowledge gained will prepare the students for the next steps; Mechanization Components and Equipment.

TA 5524                    **Mechanical Design for the Stage II** (Graduate Studio – New Topics Course)                    3 Credit Hour  
 Taught: Fall 2018, Fall 2019, Fall 2020, Fall 2021

This course is the continuation of Mechanical Design for the Stage I. To design mechanization for a theatrical production, one must first be introduced to the mechanical equipment involved to make things move. This course serves to introduce, or review, the machinery components that relate to typical scenery used in theatrical productions. Understanding what machine components involved in scenery movement will enable students to understand available industrial equipment used in moving scenery. Students will gain an awareness of the “Stage Machinery Components” mostly used in scenic construction, automation, mechanization, and rigging. Students will demonstrate the ability to identify machinery components, and understand in which scenarios to use equipment. Students will understand what it takes to make things move, and the knowledge gained will prepare the students for the next steps of Mechanical Automation of Scenic Elements.

TA 5524                    **Mechanical Design for the Stage III** (Graduate Studio – New Topics Course)                    3 Credit Hour  
 Taught: Spring 2021, Spring 2022

This course is the continuation of Mechanical Design for the Stage II. The focus of this course is to apply knowledge from the previous courses in Mechanical Design to implement automated scenery in a studio or production setting. Primary designs will include lifts, revolves, tracked scenery, and rigging.

TA 5504                    **Technical Design Concepts** (Graduate Studio – New Course)                    3 Credit Hour  
 Taught: Fall 2018, Fall 2019, Fall 2020, Fall 2021

This graduate course focuses on advanced problem solving for technically challenging problems found in technical design for the theatrical stage. Through experiential tasks in electricity and electronics, coding, programming, structural design, and automation and mechanization, students are prepared for a wide range of issues that arise in the field of Technical Theatre. Having successfully completed the course students will be able to: Break down typical technical scenarios into manageably solvable parts. Develop elegant solutions through calculation, research, and collaborative brainstorming. Express ideas legibly through various media. Design functional and efficient solutions to technically challenging problems and scenarios. Prepare budgets and detailed procedures for implementing technical theatre designs. Interpret, and formulate solutions to, potential complications and hazards that arise in typical technical theatre design situations and scenarios.

TA 5416/5426/5436                    **Production Studio I, II and III** (Graduate Studio – Production Assignments)                    3 Credit Hour  
 Taught: SP 2017, SP 2018, SP 2019, Fall 2020

Mentorship of graduate students on either a specific topic or a mainstage production. Course work is individualized.

## Graduate Committees and Advising

Andy Nafts	Technical Direction	Committee Member/Secondary Advisor	2014 – 16
Donna Thompson	Arts Leadership	Committee Member	2014 – 17
William Caldwell	Arts Leadership	Committee Member	2014 – 17
David Salmo	Arts Leadership	Committee Member	2015 – 18
Felicia Havens	Props Design and Management	Committee Member/Secondary Advisor	2015 – 18
Lauren Chilton	Props Design and Management	Committee Guest/Secondary Advisor	2015 – 18
Tanner Upthegrove	Sound Design / Technical Direction	Committee Member/Secondary Advisor	2015 – 19
Gabrielle Piazza	Arts Leadership	Committee Member	2016 – 19
Joseph Fry	Technical Direction	Primary Advisor	2017 – 20
Henry Coleman	Technical Direction	Primary Advisor	2018 – 21
Diksha Pilania	Scenic and Props Design	Committee Guest/Secondary Advisor	2018 – 21
Joseph Link	Technical Direction	Primary Advisor	2019 – 22
Daniel Solomon Holland	Technical Direction	Primary Advisor	2020 – 23
Rachel Kilgore	Stage Management	Committee Member	2020 – 23
Alexander Munn	Props Design	Committee Member	2021 – 23

### Production Advising

<i>A Midsummer Night's Dream</i>	Andy Nafts	Technical Director	Spring 2015
<i>A Midsummer Night's Dream</i>	Allison Hall	Lighting Designer	Spring 2015
<i>Glengarry Glen Ross</i>	Lauren Chilton	Props Master	Fall 2016
<i>Importance of Being Earnest</i>	Felysia Havens	Props Artisan	Spring 2018
<i>Importance of Being Earnest</i>	Joseph Fry	Technical Director	Spring 2018
<i>Decision Height</i>	Joseph Fry	Props Master	Fall 2018
<i>Angels in America: Part I</i>	Joseph Fry	Technical Director	Fall 2018
<i>Angels in America: Part I</i>	Diksha Pilania	Props Designer	Fall 2018
<i>The Foreigner</i>	Joseph Fry	Automation Designer	Spring 2019
<i>The Foreigner</i>	Diksha Pilania	Props Designer/Set Designer	Spring 2019
<i>The Foreigner</i>	Cheyenne Clevenger	Props Artisan	Spring 2019
<i>As You Like It</i>	Henry Coleman	Technical Director	Spring 2019
<i>As You Like It</i>	Joseph Fry	Rigger	Spring 2019
<i>How I Learned to Drive</i>	Henry Coleman	Props Master	Fall 2019
<i>How I Learned to Drive</i>	Joseph Link	Master Carpenter	Fall 2019
<i>Balm in Gilead</i>	Henry Coleman	Technical Director	Fall 2019
<i>Balm in Gilead</i>	Joseph Link	Assistant Technical Director	Fall 2019
<i>Pippin</i>	Joseph Link	Technical Director	Spring 2020
<i>Pippin</i>	Henry Coleman	Assistant Technical Director	Spring 2020
<i>Pippin</i>	Joseph Fry	Assistant Technical Director	Spring 2020
<i>Wondrous Strange</i>	Daniel Soloman Holland	Technical Director	Fall 2021
<i>Sweat</i>	Daniel Soloman Holland	Technical Director	Fall 2021

## Departmental Committees

Virginia Tech	Theatre and Cinema Curriculum Committee - Chair	2019-Current
Virginia Tech	Theatre and Cinema Curriculum Committee	2015-16, 2016-17, 2017-18, 2018-19
Virginia Tech	Theatre and Cinema Recruiting Committee	2016-17, 2017-18, 2018-19
Virginia Tech	MFA in Theatre Graduate Steering Committee	2016-17, 2017-18, 2018-19
Virginia Tech	Search Committee – Stage Management Faculty	2016
Virginia Tech	Chair Search Committee – Shop Supervisor Faculty	2017
Virginia Tech	Search Committee – Scene Design Faculty	2019
Virginia Tech	Chair Search Committee – Sound Design/Eng. Faculty	2019
Virginia Tech	Chair Search Committee – Shop Supervisor Faculty	2021

## Virginia Tech Departmental Contributions

Scenic Shop and Facilities Specific Funds Manager	2014 – 20
Technical Equipment and Storage Manager	2014 – 20
Vehicle Manager	2014 – 20
Hazcom Coordinator	2014 – 20
Graduate Handbook Author and ongoing Editor	2017 – 20
Graduate MFA in Theatre Brochure Editor	2018
Equipment Trust Fund Manager - Scenic	2015 – 20
Theatre Inventory Requisition Manager	Summers 2016, 2018
Automation Systems Retrofitting and Curator (Creative Conners)	2015 – 19
Haymarket Theater Counterweight Rigging System Curator	
Lift Line Replacement (ongoing project)	Spring 2019...
Black Box Theatre Audio / Visual Retrofit	Summer 2018
Studio Theater Booth Retrofit (Counter and Sound System Remodel)	Summer 2019
Coordinated the revision of Theatre & Cinema Degree Checksheets and Roadmaps	2019 – 20
Annual Theatre Degree Assessment Reporting	2019, 2020

### Specific Creative Work at Virginia Tech

#### **Trap Door for Spring Awakening**

- Structural analyses on support members, and design for three traps built in one.
- Hydraulic power utilization and installation.

#### **Multiple Moon Box Movement for *Midsummer Night's Dream***

- Seven Moon boxes mounted behind a RP Screen, Five of which moved, all using different light sources.
- Stock Winch design using D/C motors, chain stages, SCR controllers, logical limit and toggle switching for controlled motion and automatic stop, and innovative track design using Wahlberg winches.

#### **Metal Construction for *The Divine: A Play for Sarah Bernhardt***

- Efficiency in design for cut, build, and installation: repeatable part fabrication, multiple use of jigs, multi-stage installation with chain motors.
- Design package with spreadsheets and jig plans.

#### **Circular Sunroof Trap Design for *Mr. Marmalade***

- Structural analyses on support members and pneumatic specification, and design package.
- Integration of Creative Conners winch, Spikemark software, limit switching, and pneumatics.

#### **Crypt Rise Effect for *Nosferatu***

- Structural analyses on support members and pneumatic specification, and design package.
- Large pneumatic piston used for vampire raising from a crypt in controlled silent motion.

#### **Double Sunroof Trap and Lift for *Fun Home***

- Structural analyses on support members, and intricate design package for two axes of automation.
- Integration of Creative Conners winches, Spikemark software, limit switching, and pneumatics.
- Innovative single tower design using a 2:1 cable pathing, and a cantilevered platform design; 600# lifting capacity.
- Locking pin stabilizer design for lift platform using pneumatic pistons and limit switches.

#### **Tracking Platforms for *Decision Height***

- Intricate design package for three axes of automation.
- Stock/Modular track design.
- Integration of Creative Conners winches, Spikemark software, independent pneumatics, and Arduino Microcontroller via wireless Bluetooth switching for pneumatics.

#### **Cable Lift for *The Foreigner***

- Supervised the design of graduate students/technical assistants: Cable Rigging and Reeving
- Integration of Creative Conners winch, and Spikemark software.

#### **Rotating Platform for *As You Like It***

- Led the design with technical assistants: modify Creative Conners Revolver V1 to be mounted under stage deck on trap unit (installed as one 500 lb. unit), friction drive on slew ring, friction drum brake on slew ring.
- Led the projection mapping on platform, and show control between Watchout and Creative Conners to track images to the rotation of the platform.



**Set Design for How I Learned to Drive**

- Vectorworks 3D modeling and animation.
- Projection Design and mapping using HD Projectors on dome shaped surfaces, Watchout programming.
- Integration of pneumatic slip stage

**Slip Stage with Tracked Bed Unit/Locking Device for Banquet Unit for *Balm in Gilead***

- Supervised the design of graduate students/technical assistants: Stock/Modular track design.
- Integration of Creative Conners winches, Spikemark software, and independent pneumatics

**Technical Design, Projection Engineering and Programming, and Production Manager for *Palleas et Mélisande***

- SEAD Grant Production to integrate Projection Design and Opera Production- Moss Arts Center [6/21]

**Production Register:**

<b>Production</b>	<b>Role</b>	<b>Director</b>	<b>Designer</b>	<b>Org.</b>	<b>Year</b>
<i>A Christmas Carol</i>	Turkey Boy	Carl Schurr	James Fouchard	TPP	1989
<i>A Christmas Carol</i>	Turkey Boy	Carl Schurr	James Fouchard	TPP	1990
<i>A Christmas Carol</i>	Stage Crew	Carl Schurr	James Fouchard	TPP	1991
<i>The Pursuit of Happiness</i>	A Son of Liberty	Carl Schurr	Cathleen Rooney	TPP	1999
<i>The Good Doctor</i>	Props Master	Vincent M. Lancisi	Russel Shram	TPP	2000
<i>Perfect Wedding</i>	Props Master	Wil Love	Russel Shram	TPP	2000
<i>Pirates of Penzance</i>	Props Master	Jan Puffer	Cathleen Rooney	TPP	2000
<i>Papa is All</i>	Props Master	Carl Schurr	Cathleen Rooney	TPP	2000
<i>Death Trap</i>	Props Master	Will Love	James Fouchard	TPP	2000
<i>A Tuna Christmas</i>	Props Master	Carl Schurr	James Fouchard	TPP	2000
<i>Murder at the Howard Johnson's</i>	Asst. Tech. Director	Carl Schurr	James Fouchard	TPP	2001
<i>Taking Steps</i>	Asst. Tech. Director	Carl Schurr	Russel Shram	TPP	2001
<i>Over the River</i>	Asst. Tech. Director	Carl Schurr	James Fouchard	TPP	2001
<i>See How They Run</i>	Asst. Tech. Director	Carl Schurr	James Fouchard	TPP	2001
<i>Dr. Cook's Garden</i>	Asst. Tech. Director	Carl Schurr	James Fouchard	TPP	2001
<i>Grand Night for Singing</i>	Asst. Tech. Director	David Caldwell	James Fouchard	TPP	2001
<i>Visiting Mr. Green</i>	Assoc. Tech. Director	Wil Love	James Fouchard	TPP	2002
<i>Breaking Legs</i>	Assoc. Tech. Director	Carl Schurr	James Fouchard	TPP	2002
<i>Harvey</i>	Assoc. Tech. Director	Carl Schurr	James Fouchard	TPP	2002
<i>Not Now, Darling</i>	Assoc. Tech. Director	David Caldwell	James Fouchard	TPP	2002
<i>Murder in the Green Meadows</i>	Assoc. Tech. Director	Carl Schurr	James Fouchard	TPP	2002
<i>Sander's Family Christmas</i>	Assoc. Tech. Director	David Caldwell	Russel Shram	TPP	2002
<i>Midsummer Night's Dream</i>	Props Master		Jen D'Agosta	PSU	2002
<i>Bus Stop</i>	Asst. Tech. Director	Jim Wise	William Shroder	PSU	2003
<i>Art</i>	Assoc. Tech. Director	Wil Love	Paul Mills Holmes	TPP	2003
<i>Thataway Jack</i>	Assoc. Tech. Director	Carl Schurr	James Fouchard	TPP	2003
<i>The Mousetrap</i>	Assoc. Tech. Director	Carl Schurr	James Fouchard	TPP	2003
<i>The Odd Couple</i>	Assoc. Tech. Director	Carl Schurr	James Fouchard	TPP	2003
<i>Remember Me?</i>	Assoc. Tech. Director	Carl Schurr	James Fouchard	TPP	2003
<i>My Way</i>	Assoc. Tech. Director	David Caldwell	James Fouchard	TPP	2003
<i>SubUrbia</i>	Technical Director	Rob Vernon	Zack DeGeorge	PSU	2003
<i>Ragtime</i>	Master Electrician	Cary Libkin	John Cumiskey	PSU	2004
<i>My Way</i>	Master Carpenter	David Caldwell	James Fouchard	TPP	2004
<i>Weekend Comedy</i>	Scene Designer	Carl Schurr	~	TPP	2004
<i>Sweet Charity</i>	Technical Director	Spence Ford	Dan Robinson	PSU	2005
<i>Funny Money</i>	Scene Designer	Jeremy Skidmore	~	TPP	2005
<i>Alegria***</i>	Swing Technician	Luc Ouellette	Cirque du Soleil		2005
<i>Alegria***</i>	Head Carpenter	Luc Ouellette	Cirque du Soleil		2006
<i>Sherlock Holmes: The Final Advent.</i>	Technical Director	Carl Schurr	James Fouchard	TPP	2008
<i>Lying In State</i>	Technical Director	Wil Love	James Fouchard	TPP	2008
<i>The Underpants</i>	Technical Director	Carl Schurr	Paul Mills Holmes	TPP	2008
<i>Bell, Book and Candle</i>	Technical Director	Wil Love	Paul Mills Holmes	TPP	2008
<i>Oatmeal and Kisses</i>	Technical Director	Carl Schurr	James Fouchard	TPP	2008

<i>The Taffetas</i>	Technical Director	David Caldwell	James Fouchard	TPP	2008
<i>Cotton Patch Gospel</i>	Technical Director	Ray Ficca	James Fouchard	TPP	2009
<i>You Say Tomatoes</i>	Technical Director	Carl Schurr	James Fouchard	TPP	2009
<i>I hate Hamlet</i>	Technical Director	Ray Ficca	James Fouchard	TPP	2009
<i>Queen of Bingo</i>	Technical Director	Rowan Joseph	James Fouchard	TPP	2009
<i>Tuesdays with Morrie</i>	Technical Director	Carl Schurr	James Fouchard	TPP	2009
<i>I love You, You're Perfect, Now Chan.</i>	Technical Director	David Caldwell	James Fouchard	TPP	2009
<i>Pheadra</i>	Asst. Tech. Director	Christopher Mirto	Ana Milosovid	YSD	2009
<i>Midsummer Night's Dream</i>	Technical Director	Charlotte Brathwaite	Chien-Yu Peng	YSD	2010
<i>Compulsion*</i>	Asst. Props Master	Oskar Eustis	Eugene Lee	Yale Rep	2010
<i>Sisters of Swing</i>	Technical Director	David Caldwell	James Fouchard	TPP	2010
<i>45 Seconds From Broadway</i>	Technical Director	Carl Schurr	James Fouchard	TPP	2010
<i>Complete History of America</i>	TD/Scenic Designer	JJ Kaczynski	~	TPP	2010
<i>The Coward and the Glory**</i>	Technical Director	Jeff Lee	James Fouchard	TPP	2010
<i>Unnecessary Farce</i>	Technical Director	Jeremy Skidmore	James Fouchard	TPP	2010
<i>Ruthless</i>	Technical Director	Ray Ficca	James Fouchard	TPP	2010
<i>Moonlight and Magnolias</i>	Scenic Designer	Carl Schurr	~	TPP	2010
<i>Eurydice</i>	Technical Director	Devin Brain	Julia Lee	YSD	2010
<i>Dr. Fautus Lights the Lights**</i>	Projections Engineer	Lileana Blain-Cruz	Hannah Wesileski	YSD	2011
<i>Romeo and Juliet</i>	Master Electrician	Shana Cooper	Laura Eckelman	Yale Rep	2011
<i>Good Goods*</i>	Technical Director	Tina Landau	James Schuette	Yale Rep	2012
<i>Almost Main</i>	Set Des./Project. Des.	Jeremy Skidmore	~	TPP	2012
<i>American Night: Ballad of Juan Jose</i>	Projection Programmer	Shana Cooper	Paul Lieber	Yale Rep	2012
<i>Sunday in the Park with George</i>	Projection Programmer	Ethan Heard	Nick Hussong	Yale Rep	2013
<i>Noises Off</i>	PM/Automation Des.	Mark Rhea	James Fouchard	TPP	2013
<i>Dames at Sea</i>	Production Manager	Carl Schurr	James Fouchard	TPP	2013
<i>Sunshine Boys</i>	Production Manager	John Putch	James Fouchard	TPP	2013
<i>A Closer Walk With Patsy Cline</i>	Production Manager	David Caldwell	James Fouchard	TPP	2013
<i>Boeing Boeing</i>	Production Manager	Carl Schurr	Paul Mills Holmes	TPP	2013
<i>Barnum</i>	PM/Rigging Designer	JJ Kaczynski	James Fouchard	TPP	2013
<i>Leader of the Pack</i>	Production Manager	George Grant	James Fouchard	TPP	2013
<i>Spring Awakening</i>	Automation Designer	Susanna Rinehart	Mary Sader	VT	2014
<i>Steel Magnolias</i>	Production Manager	Skip Greer	James Fouchard	TPP	2014
<i>Ring of Fire</i>	PM/Projections Eng.	Jason Edwards	James Fouchard	TPP	2014
<i>The Foreigner</i>	PM/Automation Des.	Ken Jenkins	James Fouchard	TPP	2014
<i>Godspell</i>	PM/Set Designer	Rowan Joseph	~	TPP	2014
<i>A Christmas Carol</i>	Technical Director	Rowan Joseph	James Fouchard	TPP	2014
<i>Three Feathers**</i>	Projections Engineer	Beth Greenberg	Joan Grossman	VT	2014
<i>The Nerd</i>	Production Manager	David Caldwell	James Fouchard	TPP	2015
<i>Shenandoah</i>	PM/Scenic Designer	Rowan Joseph	~	TPP	2015
<i>The Memoirs of Abraham Lincoln</i>	Production Manager	Grandville Van Dusen	Joey Sauthouff	TPP	2015
<i>The Trojan Women</i>	Projections Engineer	Robert McGrath	Laurie Oliner	VT	2015
<i>The Divine: A Play for Sarah Bernh.</i>	Technical Director	Ed Herendeen	Randolf Ward	VT	2016
<i>Mr. Marmalade</i>	Automation Designer	Greg Justice	Nia Perez-Vera	VT	2017
<i>Mr. Marmalade</i>	Projections Engineer	Greg Justice		VT	2017
<i>Distracted</i>	Technical Director	Susanna Rinehart	Rhi Sanders	VT	2017
<i>Distracted</i>	Projections Engineer	Susanna Rinehart		VT	2017
<i>Nosferatu</i>	Technical Director	Ping Chong	Randy Ward	VT	2017
<i>Fun Home</i>	Technical Director	Susanna Rinehart	Nia Perez-Vera	VT	2018
<i>Decision Height</i>	Technical Director	Patty Raun	Randy Ward	VT	2018
<i>The Foreigner</i>	Technical Director	Susanna Rinehart	Diksha Pilania	VT	2019
<i>How I Learned to Drive</i>	Set/Projection Designer	Susanna Rinehart	~	VT	2019
<i>The Wolves</i>	Technical Director	Patty Raun	Diksha Pilania	VT	2020
<i>Palleas et Mélisande</i>	PM/TD/Proj. Engineer	Ariana Wyatt	Tlálóc López-Watermann	VT	2021

\* Denotes World Premier, \*\* Denotes New Work, \*\*\* Denotes Touring