

# CHARLIE JACOBS

## EXPERIENCE DESIGNER

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### SKILLS

Photoshop	AutoCAD
InDesign	Vectorworks
Illustrator	Revit
Microsoft Office	Sketchup Pro
Google Suite	Procreate
Scenic Painting	FDM 3D Printing

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Scenic Design	Model Building
Scenic Painting	Set Decorating
Technical Direction	Lighting Design

### EDUCATION

**California Institute of the Arts**  
BFA Experience Design and Production,  
Expected Graduation 2024

**The Essential Art Department**  
Crash Course 101 Course Series  
Fall 2021

**Laguna Blanca School**  
High School Diploma, 2020

### RELEVANT COURSEWORK

**AutoCAD II**  
Michael Darling, Spring 2023

**Art of Themed and Immersive Ent.**  
Jason McManus, Spring 2022

**Architectural Styles**  
Ashley Cole-Bruce, Fall 2021

### AWARDS

**Excellence in Theatre**  
Laguna Blanca School, 2020

**Service to School**  
Laguna Blanca School, 2019

**REFERENCES AVAILABLE  
UPON REQUEST**

## WORK EXPERIENCE

### COCKRAM SCENARIO

5/2022 - 8/2022

#### Theme Painter

Created and fabricated scenic elements while committed to excellence and the utmost quality to satisfy IP holders; communicated with Project Leads and Art Directors to ensure elements met artistic needs and were finished in a timely manner; used various painting and fabrication techniques like scumbles, wood grain, and bondo application, working in the shop and on-site; mix color based on designer renderings and color-matching based on existing pieces; touch-up and maintenance of all completed projects.

### CALIFORNIA INSTITUTE OF THE ARTS

10/2022 - Present

#### Design Studio Manager

Manage and maintain cleanliness and organization of design studio areas, including shared workspaces and material cabinets; hold group sessions to instruct students on how to design, export, and 3D print using Prusa i3 printer; work with students one-on-one to set up files to print and operate 3D printer.

1/2023 - Present

#### Technical Director - Seven Hoshi

Work with scenic designer to create and realize scenic elements of show; produce technical draftings, production timeline, and coordinated with scene shop supervisor to fabricate elements, ensuring production is within budget constraints and on schedule.

8/2022 - 11/2022

#### Assistant Scenic Designer - Roberto Zucco

Acted as liaison between scenic and technical departments, ensuring each team is up to date on scope of work, designer input is communicated, and providing updates as necessary; work with Scenic Designer to create and realize scenic elements of show; create elements for scaled scenic model by hand and 3D printing.

9/2021 - 11/2021

#### Scenic Designer - CalArts Halloween: Retro Rave

Collaborated with another scenic designer to create and realize a themed food station to serve 700+ people; ensured project is moving along in a timely manner by creating and maintaining a project timeline; followed creation of elements from conception to installation, providing various updates to institute departments; produced 3D models, renderings, build plans, and timelines.

### SIX FLAGS MAGIC MOUNTAIN

4/2021 - 9/2021

#### Ride Operator

Operated various rides and attractions at Six Flags Magic Mountain including Full Throttle, Goliath, and Bugs Bunny World rides; provided guests with safe and enjoyable ride experiences; acted as a first responder to ride emergencies; assisted guests in and out of ride vehicles; ensured guest safety by making sure seatbelts were tight, loose items were secured, and lap bars were locked.