

# GARRETT CEBOLLERO

Production Design + Creative Direction

Mobile: 530.210.0396

Email: garrettcebollero@gmail.com

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## SKILLS

### Digital Fabrication

AutoCad  
Vectorworks  
Sketchup  
Enscape (Render)

### Design Software

Adobe Suite;  
Photoshop, Illustrator,  
InDesign, Premier Pro  
Logic X  
Pro Create  
Final Cut Pro  
Unity  
Keynote

### Microsoft Suite

Word  
Excel  
PowerPoint

### Fabrication

Scenic;  
Carpentry/Construction  
Painting/Finishing  
Drafting/Technical Drawing  
Interpret Architectural Plans  
Sewing;  
Machine/hand  
Patterning  
Misc;  
Tool Usage  
Set Dressing  
Art Direction  
Floral Design

## EDUCATION

California Institute of the Arts  
BFA Scenic/Experience Design  
2018-2022

## PUBLICATIONS

Vogue (Stone Island LA 24')  
Vogue (Michael Kors SS23)  
SDM (Michael Kors SS23)  
Vogue (Dom Perignon X Gaga)

## EXPERIENCE

### Bureau Betak

Designer | New York / Los Angeles, Ca | May 2021 - Current

A design/production company, dedicated to the industries of luxury, fashion, beauty and art specializing in fashion shows, events and exhibitions worldwide for but not limited to *Tiffany & Co.* (CN/US), *Apple*, *Spotify*, *Michael Kors*, *Ralph Lauren*, *LVMH*, *Gucci*, *Cartier*, *Dom Perignon*.

- Working on the development of creative concepts and their detailed expressions to produce accurate technical drawings, details, install packages, as-built, structural, rough and finish construction details, etc. for internal, and outsourcing to contractors/vendors.
- Working in collaborative production team environments locally/internationally on the execution/supervision of design, development, fabrication/installation oversight, facility interface, operation, maintenance in compliance with local/international codes and jurisdictional requirements for Entertainment projects.
- Creative development/concepts through mood/inspiration boards, 3D renderings, conceptual art, client presentations/brainstorms and off/on-site fabrication, following up with various projects through development, making sure they align with the approved creative concepts.

### Speakeasy Society

Scenic Designer/ Fabrication | Los Angeles | January - December 2020

*The Speakeasy Society* creates immersive worlds which provide space for entertainment, connection, and discovery through total engagement, specializing in immersive world-building for audiences. Theatrical experiences through dynamic narratives in which each audience member plays a specific role and their actions define their journey.

- Produce installation packages for crew/actors on how to remotely install scenic within the larger space.
- Work with various disciplines to integrate A/V, Lighting, electrical and other special effects/elements into design/installation packages.

### Six Flags Magic Mountain

Scenic Artist/ Fabrication | Los Angeles | May - September 2019

Stage support, Scenic Construction/Artistry within the Entertainment Department for live events/experiences. Working on *Fright Fest* + other holiday and special events.

- Aiding/leading in the transportation, installation and finishing of large scenic elements for installation.
- Following/interpreting Type V Construction documents for installation.

### CalArts Halloween: Haunt

Scenic Design/ Fabrication | 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 soundscapes. The Experience accomplished a rough throughput of 200 audience members within the 4 hours.

- Project/creative coordination throughout project development to track compliance with local and state ADA, Fire and Building/Safety Laws.
- Working with limited information/resources under tight deadlines with constant change.

Portfolio Available Upon Request