

THOMAS MITCHELL

3D Spatial/Experiential Designer

Experience

CAD Draftsman - Staging Techniques Seattle, WA

January 2020 - Present

Design and produce CAD drawings for audio/video equipment storage. cases
Also produce CAD floor plans and 3D renderings for corporate events.

Scenic Designer - Hotopp Associates Seattle, WA

February 2013 - October 2019

Designed sets, scenery, and branded environments for clients ranging from Fortune 500 companies to independent start-ups.

Working solo and alongside a team of designers and design directors I have taken multiple projects from initial concept phase through install and strike.

Managed and provided art direction for crews of international artisans during install and construction phases of immersive ice sculpture and lantern attractions.

Provided support for design teams in various specialty instances ranging from 3D model detailing to photography avoiding the need to outsource content creation.

Scenic Project Manager - Satis&fy, LLC Brooklyn, NY

April 2018 - October 2018

Managed production and installation of scenic elements in experiential marketing campaigns for clients including: Nike, Ketel One, and The North Face.

Produced 3D renderings and visualizations for branded environmental special events, marketing campaigns, and parties.

Coordinated with scenic shops, both in-house and sub contracted, to provide design direction and maintain design intent. Produced technical drawings of designed elements to clarify design and adhere to brand guidelines.

Set Designer - Univision Network Miami, FL

August 2010 - January 2013

Designed sets and scenery for multiple internationally televised live music award shows including Latin Grammy Awards, Premio Lo Nuestro Awards, and Premio Juventud Awards. Worked with the network art director to design set change scenery for each musical performance, and oversee set construction on-site.

Working with internal production staff to redesign studio sets for multiple local news, weather, and election broadcasts. Made frequent visits to scene shop to monitor set construction and maintain design intent.

Designer - Poet Productions Fort Lauderdale, FL

August 2006 - September 2010

Working with creative director I designed sets, props costumes, and promotional material for theatrical stage shows for international casinos and Celebrity Cruise Lines.

Produced concept sketches, 3D models, and shop drawings for scenery and props. Assisted in set construction, scenic painting, as well as prop and costume construction. Oversaw set install on-site, and worked with stage crew to provide design direction.

Education

The Art Institute Of Fort Lauderdale

Fort Lauderdale, FL

Bachelor Of Science In Industrial Design
2004 - 2009

Software Knowledge

Windows & Mac OS

Rhinoceros 3D

Vray

Adobe Creative Suite

Adobe Illustrator

Adobe Photoshop

Adobe Premiere Pro

Adobe After Effects

Adobe Lightroom

Sketchbook Pro

Solidworks

Keyshot

Microsoft Office

Microsoft Word

Microsoft Powerpoint

Some Knowledge Of:

3D Studio Max, Zbrush, Revit,

AutoCAD, Sketchup,

And Vectorworks

Skillset

Concept Generation

Computer Aided Drafting

Computer Aided Modeling

3D Rendering / Visualization

Ideation

Photography

Presentation Content Creation

3D Design

2D Design

Sketching

Project Management

Painting

Sculpting

Mold Making

Graphic Design

Fabrication Experience With:

Fiberglass, Foam,

Wood, Plastics, Metals

Client Experience

Celebrity Cruise Lines, Nike, Ketel One
Vodka, The North Face, Dyson, Boston
Scientific, Lily Pharmaceuticals, IBM, NHL,
Caesars Palace, Scion, Samsung, Flatstick
Pub, Sea World, Carnival Cruise Lines