

J. Marc Quattlebaum

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Education:

MFA Wayne State University, May 2009

Major in Theatre, Scenic Design Full Graduate Assistantship (3 years)

Golden Key International Honor Society

BA Newberry College, May 2005

Major in Theatre / Speech Communication & English, Minor in Communications

Summerland Honors Graduate, Bachman Honor Society, Fairey Feagle Dean Family Humanities Award

Professional Training / Development:

Youth Theatre and Puppetry: Evolving Practices in an AI Era SETC 2026

Single workshop session fostering discussion and advocacy for youth theatre and puppetry arts education. Participants examined creative, developmental, and community benefits of these disciplines and addressed the challenges and opportunities posed by emerging AI tools. Instructor: Frances C. Furlong, PhD.

Advanced Marionette Workshop Puppets in Prague 2022

Multiple week, hands-on workshop for creating marionette robots and joints. Instructor: Mirek Trejtnar.

Bird and Frog Marionettes Puppets in Prague 2021

One day workshop on the mechanics of bird and frog marionettes. Instructor: Mirek Trejtnar.

Welding Workshop University of Alabama at Birmingham 2021

A one day welding masterclass offered for students and staff for the UAB Dept. of Theatre. Instructor: Heather Holmes.

Marionette Carving Puppets in Prague 2020

Multiple week, hands-on workshop for designing and carving traditional Czech marionettes. Instructors: Mirek Trejtnar, Leah Gaffen.

Behind the Scenes Tour Atlanta Center for Puppetry Arts 2018

A guided tour for on the facilities and techniques used to maintain puppets in the Center's collection as well as methods for creating puppets for the Center's Theatres. This tour also provided Amy Page and I to have a private meeting with Aretta Baumgartner, the Center's Education Director.

Cool Stuff to Make Puppets Atlanta Center for Puppetry Arts 2018

An evening workshop on materials used for making puppets and where to purchase them.

Strategic Planning and Management University of Alabama at Birmingham 2016

A non-degree-track graduate school course on strategic planning and management for non-profits and government entities, offered through the Department of Political Science and Public Administration. Instructor: Joseph Packa

Watercolor Painting

City Art, Columbia, SC

2007

A multiweek masterclass on the techniques of watercolor painting. Instructor: Esther Melton

Current Employment:**University at Buffalo, Buffalo, NY, Clinical Assistant Professor of Theatre Design** Aug. 2024 – present

At UB, I teach courses in scenic design, prop design, design collaboration, and scenic art. In addition, I mentor all student scenic and prop designers for departmental productions as well as mentor student scenic painters and prop technicians. In addition to teaching and mentorship, I serve as the Director of Scenic Art and Stage Properties for the department – overseeing student crews and running the paint and prop shop.

Service for University at Buffalo:**SETC**

Spring 2026

I attended the Southeastern Theatre Conference as a representative of the University at Buffalo, where I manned the department booth in the Exhibition Hall. I spoke with students, educators, and industry professionals about our programs – fostering relationships with schools and professional institutions. I attended the Design/Technology Interviews where a colleague and I interviewed 20 prospective design and technology students for the BFA Theatre Design/Technology Program.

Recruitment Working Group

Aug. 2024 – present

I interview prospective design and technology students on campus as required. I also provide tours of the department on request and allow prospective students to sit in on my classes. I edited design/technology website language, wrote copy for our Design/Tech/Management recruitment flier, wrote to schools in the southeast to try to recruit out of state students, pitched ideas for expanding our recruitment pool by expanding into visual arts programs, and submitted a proposal for the department to recruit at SETC. I also attended a Recruitment Working Group Dinner with the Comprehensive Program Review team.

Student Experience Working Group

August 2025-present

This group discusses student engagement and experiences within the department. We planned a snacks for students event in Fall of 2025, and discussed options for Spring 2026 including a first year experience pizza party and an end of the year social.

Editor for DTM Clinical Faculty SWOT Analysis for Comprehensive Program Review

Spring 2025

Clinical Faculty were asked to perform SWOT Analyses for their respective areas for our meeting with the SUNY mandated CPR. I edited and compiled the Design/Tech/Management Clinical Faculty SWOT and helped present the document to the CPR reviewers.

Faculty Leader for Design “Fishbowls”

Fall 2024-Spring 2025

I scheduled, managed, and facilitated design “fishbowls” where student design teams meet to discuss their ideas and forge ahead on a design path. A typical show has two fishbowls, one with the design team alone, the other with the director and the design team.

Scenic and Prop Design Display for Spring Into Art

April 2025

For this Center for the Arts event, I set up a display of student scenic and prop design in the scene shop and recruited students to man the display and answer guest/patron questions.

Scene Shop Supervisor for Art in the Open

October 2024

For this Center for the Arts event, I managed the scene shop, spoke with guests about the work of the department, demonstrated student work, and answered guest questions.

Previous Employment:**Birmingham Children’s Theatre, Birmingham, AL, Technical Director**

July 2022 – July 2024

Technical Director and a resident designer for a regionally recognized professional children’s theatre. Responsibilities include realizing scenery for an eight-show season, maintaining safe operation of the scene shop, working with guest and

resident designers, facilitating hang and focus calls with IATSE Local 78, being a liaison between BCT Production and the Birmingham Jefferson Convention Complex (BJCC) which houses BCT theatres, budgeting, planning, and designing scenery as needed for shows and events. See below for full listing of production credits.

University of Alabama at Birmingham, Birmingham, AL

Aug. 2010 – July 2022

Properties Master for the Department of Theatre

Resident Props Master and Designer for a regionally and nationally recognized undergraduate theatre program. Responsibilities include designing, constructing, and/or acquiring properties and furniture for four main stage shows per season, managing furniture coordination for the Festival of 10 Minute Plays, running the prop shop, organizing student prop crews, mentoring design students, training students in techniques for construction and handling of properties, and ensuring quality control of properties and traveling tours throughout the season. During my time at UAB, I substituted in the classroom for design professors on assignment, worked as a teaching assistant, hosted workshops, and facilitated a massive warehouse/workshop move across campus.

Millsaps College, Jackson, MS Visiting Assistant Professor of Theatre Design/Technical Aug. 2009 – May 2010

A one-year assistant professorship at a distinguished liberal arts college. Responsibilities included teaching five design and technology classes, designing scenery and costumes for two main stage shows, organizing student build crews, hanging lights, building and painting scenery, maintaining tech schedules, running the box office, and coordinating with off-site professional costumers for garment construction.

Lexington School District One, Lexington, SC Substitute Teacher

Fall 2005

While the position was primarily sitting in for absent teachers and administering pre-made lesson plans, I was requested by specific teachers to prepare and give lectures to classes.

Seated Courses Taught:

Scenic Design TH303/403/599

University at Buffalo

Spring 2026

A combined course with multiple levels of scenic design students. Traditional Scene Design 1 topics are covered while Scene Design 2 and Graduate level scenic design students take on more advanced and directed studies in scenic design.

Studies in Design (Design Seminar)

University at Buffalo

Fall 2025/Spring 2026

A 400 level seminar on creating scenery, props, and puppets for the stage. Students collaborate with students from design seminar courses to create work for the department's productions. This course involves hands-on mentorship across multiple disciplines, and focuses on industry readiness in resume, cover letter, and portfolio building.

Theatre Studio 2/Equivalent

University at Buffalo

Every Semester

A laboratory class where students learn techniques on building props and puppets, furniture elements, and scenic art for department shows.

Intro to Entertainment Technology

University at Buffalo

Fall 2025

A semester long introduction to the technology of the entertainment industry. Topics included the definitions of entertainment and technology, scenery and construction, scenic art, projections, props and puppets, lighting, costumes, and stage / production management.

*Course utilized an Undergraduate Teaching Assistant mentored under TH495 credit.

Scene Design 1

University at Buffalo

Spring 2025

An introductory look at the art and process of scenic design through hands on projects. Students learned perspective drawing and rendering techniques, Vectorworks drafting, and SketchUp modeling.

*Course utilized an Undergraduate Teaching Assistant mentored under TH495 credit.

Studies in Design (Design Seminar) University at Buffalo Fall 2024/Spring 2025

A 400-level seminar focused on collaboration, industry topics, and professional development skills through applied application, classroom theory, and portfolio reviews. Topics discussed included: *FAIRVIEW* by Jackie Sibblies Drury, *We See You WAT*, and cultural competency (Fall 2024), *Book X of Plato's Republic* and attacks on the arts (Spring 2025), resumes and cover letters (both Fall and Spring), professional interviews including mock-interviews with industry guests (both Fall and Spring).

Theatre Crafts University at Buffalo Fall 2024

A hands-on prop design and construction course, featuring exercises in foam carving, puppet joint construction, sign painting, and team backdrop painting.

* Course utilized an Undergraduate Teaching Assistant mentored under TH495 credit.

From Page to Stage Millsaps College Fall 2009/Spring 2010

An examination of classical and contemporary works, their place in the theatre canon, with projects emphasizing the different jobs required to bring a production from written text to performance.

Intro to Scenic Design Millsaps College Spring 2010

An introductory look at the art and process of scenic design through hands on projects.

Props and Puppets Millsaps College Spring 2010

An introductory look at the art of prop and puppet acquisition and creation through hands on projects and script analysis.

Stage Management Millsaps College Spring 2010

Methods for running a show, managing the needs of actors, directors, and designers – with both theoretical and practical applications.

Production I Millsaps College Fall 2009

An examination of theatre terminology and equipment coupled with basic stagecraft techniques and lab experience for realized productions.

Courses as a Teaching Assistant:**Practicum in Props** University of Alabama at Birmingham Fall 2010 - present

Practicum Students in Props learn basic skills or advanced skills as they assist in producing/creating props for shows. During the 2020-2021 academic calendar, I developed the idea of virtual practicum and worked with the Professor of Record, Ed Zuckerman as well as the Teaching Assistants for other design/tech areas to create a substitute curriculum that mirrored the expectations of a traditional practicum.

Theatre Technology: Scenery and Lighting University of Alabama at Birmingham Fall 2020 – Spring 2021

This introductory course to Scenery and Lighting techniques is taught by the UAB Technical Director, Ed Zuckerman. Traditionally this course has not included Props, but during the Covid-19 pandemic, Ed and I agreed to add a two-class portion per semester providing the students with an introductory overview on props as an art form, and the practices of the UAB Prop Shop.

Mentorship:

Mentorship of Student Puppet and Prop Designer *Into the Woods* University at Buffalo Spring 2026

I worked with a student on puppet designs and engineering for Milky White. We also worked on the sculpture for the second cow, and the engineering and sculpting of the Witch's staff. Mentored under TH439 for academic credit.

Mentorship of Student Scenic Designer *Into the Woods* University at Buffalo Spring 2026

I worked with a student on her scenery. We focused on aesthetics, work flow balance, drafting (both hand and Vectorworks) and physical modeling. Mentored under TH439 for academic credit.

Mentorship of Student Puppet Designer *Macbeth* University at Buffalo Spring 2026

I worked with a student on her first puppet design. Macbeth required seven puppets: two large solid puppets that rested on the performers' shoulders via harnesses, two lines of rotating king heads, and the three apparitions conjured by the witches. The student created the overall visual look and assisted with construction – taking the lead on the sculpting of the ghosts. The ghosts and the kings also had light up components. Mentored under TH439 for academic credit.

Mentorship of Student Prop Designer *Macbeth* University at Buffalo Spring 2026

I worked with a student on their first prop design. They built a DnD inspired scepter, a giant D20, stylized tree limbs, army flags, and sculpted an actor's face onto a wig head. Other props included dungeons and dragons accoutrements, light up orbs, lanterns, and prop food and place settings for the banquet. Mentored under TH439 for academic credit.

Mentorship of Student Scenic Artists *Macbeth* University at Buffalo Spring 2026

I worked with students on their scenic art skills by painting *Macbeth*. Some students were mentored under TH342 credit. Others were volunteers.

Mentorship of Student Scenic Designer *Macbeth* University at Buffalo Spring 2026

An intensive where I worked with a student on her first set design. We focused on aesthetics, meeting the needs of a detailed director, drafting, 3D modeling, and paint elevations. Mentored under TH439 for academic credit.

Mentorship of Student Prop Designer *Urinetown* University at Buffalo Fall 2025

An intensive where I worked with a student on her prop design. Props included: flashlights, a flag, office furniture, a briefcase with cash, a deranged teddy bear, and two hand painted signs. Mentored under TH342 for academic credit.

Mentorship of Student Scenic Designer *Urinetown* University at Buffalo Fall 2025

A semester long intensive where I worked with a student on her first scenic design. We focused on aesthetics, Vectorworks drafting, SketchUp modeling, paint elevations, and creating a unit set that could serve multiple locations. The design included collaborations with lighting. Mentored under TH439 for academic credit.

Mentorship of Student Prop Manager *The Wolves* University at Buffalo Fall 2025

A semester long intensive where I worked with a student on the props for *The Wolves*. The student created a fake blue tooth speaker/boom box, a faux Starbucks Frappuccino, and props that defined characters. Mentored under TH342 for academic credit.

Mentorship of Student Properties Director University at Buffalo Fall 2025/Spring 2026

An semester long intensive where I worked with and supervised a student managing the prop needs of the department. Student responsibilities included scheduling warehouse visits, inventorying/tracking items leaving the warehouse,

maintaining the prop workspace, and assisting prop designers in creating props for their shows. Student mentored under TH349 for academic credit.

Mentorship of Student Scenic Designer *The Wolves* University at Buffalo Spring 2025

A semester long intensive where I worked with a student on her design for *The Wolves* (University at Buffalo Center for the Arts Drama Theatre). Student completed moods boards, SketchUp Models, and Vectorworks drafting. Student mentored under TH439 for academic credit.

Mentorship of Student Sound Designer *The Pajama Game* University at Buffalo Spring 2025

A semester long project where I worked with a student on her aesthetic audio choices for *The Pajama Game* (University at Buffalo Center for the Arts Drama Theatre). The student created a sound collage as a guide. I was primarily utilized as a sounding-board to discuss different audio cue choices – as well as how to navigate professional communication during stressful situations.

Mentorship of Student Scenic Designer *The Pajama Game* University at Buffalo Spring 2025

A semester long intensive where I worked with a student on his design for *The Pajama Game* (University at Buffalo Center for the Arts Drama Theatre). Student completed moods boards, SketchUp Models, Vectorworks drafting, and paint elevations. Student mentored under TH342 for academic credit.

Mentorship of Student Prop Designer *The Pajama Game* University at Buffalo Spring 2025

A semester long intensive where I worked with a student on her design for props and furniture for *The Pajama Game* (University at Buffalo Center for the Arts Drama Theatre). Student completed prop lists, paperwork, handled tracking, designed factory work stations, desks, a stove, a knife board, and picnic games for “Once a Year Day.” Student mentored under TH342 for academic credit.

Mentorship of Student Sound Designers *Fefu and Her Friends* University at Buffalo Spring 2025

A semester long project where I worked with two students on their aesthetic audio choices for *Fefu and Her Friends* (University at Buffalo Center for the Arts Black Box Theatre). I was primarily utilized as a sounding-board to discuss different audio cue choices – as well as how to navigate professional communication with a director.

Mentorship of Student Scenic Designer *Fefu and Her Friends* University at Buffalo Spring 2025

A semester long intensive where I worked with a student on her design for *Fefu and Her Friends* (University at Buffalo Center for the Arts Black Box Theatre). Student completed moods boards, SketchUp Models, Vectorworks drafting, and paint elevations. Student mentored under TH342 for academic credit.

Mentorship of Student Prop Designer *Fefu and Her Friends* University at Buffalo Spring 2025

A semester long intensive where I worked with a student on her design for props and furniture for *Fefu and Her Friends* (University at Buffalo Center for the Arts Black Box Theatre). Student completed prop lists, paperwork, period research, designed and built the dead rabbit, and found period appropriate serve ware and furniture. Student mentored under TH342 for academic credit.

Mentorship of Student Scenic Designer *Fabulation* University at Buffalo Fall 2024

A semester long intensive where I worked with a student on her design for *Fabulation, or the Re-Education of Undine* (University at Buffalo Center for the Arts Drama Theatre). Student completed moods boards, sketches, Vectorworks drafting, and paint elevations. Student mentored under TH349 for academic credit.

Mentorship of Student Prop Designer *Fabulation* University at Buffalo Fall 2024

A semester long intensive where I worked with a student on his design for props and furniture for *Fabulation, or the Re-Education of Undine* (University at Buffalo Center for the Arts Drama Theatre). Student completed prop lists, prop

research, paperwork, designed contemporary prop looks, and designed and built a replica Yoruba divination board. Student mentored under TH349 for academic credit.

Mentorship of Student Scenic Designer Ride the Cyclone University at Buffalo Spring 2025

A semester long intensive where I worked with a student on his design for *Ride the Cyclone* (University at Buffalo Center for the Arts Black Box Theatre). Student completed mood boards, perspective sketches, Vectorworks drafting, and paint elevations. Student mentored under TH349 for academic credit.

Mentorship of Student Prop Designer Ride the Cyclone University at Buffalo Spring 2025

A semester long intensive where I worked with a student on her design for props for *Ride the Cyclone* (University at Buffalo Center for the Arts Black Box Theatre). Student completed prop lists, paperwork, research, and designed and built light up umbrellas. Student mentored under TH349 for academic credit.

Mentorship of Student Properties Director University at Buffalo Fall 2024/Spring 2025

An academic year long intensive where I worked with and supervised a student managing the prop needs of the department. Student responsibilities included scheduling warehouse visits, inventorying/tracking items leaving the warehouse, maintaining the prop workspace, and assisting prop designers in creating props for their shows. Student mentored under TH349 for academic credit.

Mentorship of Student Scenic Artist University at Buffalo Fall 2024

A semester long study where a student learned hands-on scene painting and charge artistry skills for *Ride the Cyclone* and *Fabulation, or the Re-Education of Undine*. Student mentored under TH349 for academic credit.

Mentorship of Student Prop Designer University of Alabama at Birmingham Fall 2019

I mentored a student through the process of propping *The Wolves* for the UAB Dept. of Theatre.

Mentorship of Student Prop Designer University of Alabama at Birmingham Fall 2018

I mentored a student through the process of propping *The 25th Annual Putnam County Spelling Bee* for the UAB Dept. of Theatre.

Guided Study, ROTC Dragon Project University of Alabama at Birmingham Fall 2015

The UAB ROTC commissioned a large prop dragon as a mascot for their functions. I designed the dragon, and a student completed it as an unofficial Independent Study, complete with a syllabus, deadlines, and objectives for the project.

Mentorship of Student Prop Designer University of Alabama at Birmingham Spring 2013

I mentored a student through the process of propping *Bat Boy: The Musical* for the UAB Dept. of Theatre.

Masterclasses, and Guest Lectures:

Puppet Design and Construction University at Buffalo Spring 2026

An hour-long interactive lecture for Erich Frank's TH135 Production Practicum. Students learned about types of puppet technologies, and looked at examples of real life applications.

Applied Puppet Technologies SETC Spring 2026

I was selected by the Southeastern Theatre Conference to give an hour-long workshop on the process behind designing and building Crocodile Jesus for Irish Classical Theatre Company's *Crocodile Fever*. The workshop focused on materials and methods, lessons learned, and budgetary concerns. Q&A followed.

Applied Puppet Technologies Buffalo Theatre Workshop Spring 2026

A ninety-minute trial run of my workshop for SETC. A discussion on designing and building Crocodile Jesus for ICTC's *Crocodile Fever*. The workshop focused on materials and methods, lessons learned, and budgetary concerns. Q&A followed.

Working with Designers University at Buffalo Fall 2025

I was an invited guest to Dr. Danielle Rosvally's combined undergraduate and graduate level Directing class where I spoke about the director / designer relationship. Class Q&A followed. Topics included: TYA, designer needs, and accessibility.

Prop Design and Construction University at Buffalo Spring 2025

A ninety-minute class for Erich Frank's Th135 Production Practicum. The class focused on built props, the design process and the materials used. Students were able to interact with examples.

Design for Children's Theatre Buffalo Theatre Workshop Spring 2025

Billed as "World Building in Theatre for Youth," this ninety-minute lecture focused on lessons learned over a 14+ year career in TYA design. Topics discussed included the importance of diversity in TYA, meeting children at a developmentally appropriate level, and creating "yes" spaces.

J. Marc Quattlebaum, Scenic Designer University at Buffalo Spring 2025

A forty-five-minute lecture on the role of the scenic designer in the design process using examples from my portfolio and career. Created for Lana Sugarman's Th101 class.

Q & A with J. Marc Quattlebaum California State University Dominguez Hills Fall 2024

I was an invited guest of the Department of Theatre Arts and Dance for a Q&A about being a working theatre artist. Topics covered my work in scenic design, prop and puppet design, technical direction, and scenic art.

Puppet Construction Techniques Magic City Acceptance Academy Spring 2023

A single masterclass session where I worked with high schoolers who were designing puppets for their drama class. We broke down their designs and discussed materials and methodologies to bring their visions to life. This class was part of a larger partnership between MCAA and Birmingham Children's Theatre.

Guided Study in Scenic Painting University of Alabama at Birmingham Spring 2021

A semester long intensive exploring techniques underlying scene painting for the stage. The course focused on mastering textures by examining the source samples and recreating them using traditional methods.

Guided Study in Props University of Alabama at Birmingham Spring 2021

An intensive look at how to prop a show from early script analysis, text discussions, formulating lists, and gathering research.

Scene Painting Basics and Fundamentals University of Wisconsin-Eau Claire Spring 2021

Synchronous virtual guest lecture on scene painting techniques and terminology.

Intro to Props University of Wisconsin-Eau Claire Spring 2021

Synchronous virtual guest lecture on props, set dec, and furniture for the stage.

Marc, Prop Master & Designer Mooreville Intermediate School Spring 2020

Asynchronous virtual guest speaker as part of a “careers in visual arts” series for 4th-6th graders.

From Painting to Model 2D - 3D Project University of Alabama at Birmingham Fall 2019

A five class-period course for Scenic Design students on how to create 3D models from 2D paintings. Each student is assigned a painting from a notable artist, and must recreate it in 3D form. The course teaches scale, proportion, and how to translate two dimensional concepts into forms for stage. Offered at request of Cliff Simon, Professor of Record

Motif Painting for the Stage University of Alabama at Birmingham Spring 2017

A workshop for area high schools on using graphite transfers to create period motifs for the stage.

Fantasy Weapons Using Thermoplastics University of Alabama at Birmingham Fall 2014

A workshop for area high schools on using thermoplastics to create props – specifically fantasy weaponry.

Drawing Ellipses University of Alabama at Birmingham Recurring

An interactive ninety-minute class for *Intro to Design*. It explores techniques to improve students’ drawing skills by forcing them to draw multiple ellipses from different perspectives. Offered at the request of the course instructor.

Drawing and Rendering Techniques University of Alabama at Birmingham Recurring

A series of classes that I teach for *Intro to Design*. Offered at the request of the course instructor.

Intro to Scenic Painting Wayne State University Spring 2009

A multi-week formal workshop outlining principal techniques for beginning scene painters. I created this workshop to supplement course work for incoming grad students who needed extra help.

Greek and Roman Mythology Lexington High School Fall 2005

An interactive ninety-minute class on the Roman Underworld, with Greek and Roman principal deities. Offered at the request of Sherrie Morrison for her English II, World Literature classes.

Theatre (Design/Creative):

Irish Classical Theatre Company, Professional theatre company in Buffalo, NY

<i>Emma</i>	Scenic Design	<i>in process, opens September 2026</i>
<i>Or,</i>	Scenic Design	Dir: K. Sheridan / Jorge Luna 2025
<i>Crocodile Fever</i>	Puppet Design	Dir: Keelie Sheridan 2025

D’Youville Kavinoky Professional Theatre, Professional theatre company in Buffalo, NY

<i>A Night with Janis Joplin</i>	Scenic Design	<i>in process, opens September 2026</i>
<i>The Game of Love and Chance</i>	Scenic Design	Dir: Christopher Hatch 2025
<i>Sanctuary City</i>	Scenic Design	Dir: Thembi Duncan 2025

Road Less Traveled Theatre, professional theatre company in Buffalo, NY

<i>A Few Good Men</i>	Scenic Charge Artist	<i>in process, opens in June 2026</i>
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University of Wisconsin Eau-Claire, a public liberal arts institution in Eau Claire, WI.

<i>Eurydice</i>	Scenic Design	Dir: Arthur Grothe 2026
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First Look Buffalo, theatre company dedicated to new work development in Buffalo, NY

2191	Actor: 3	Dir: Lana Sugarman	2025
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Birmingham Children's Theatre, The nation's second oldest professional theatre company for young audiences

<i>The Biggest Little House in the Forest</i>	Scenic Design	Dir: Irealle Saul-Sylvas	2025
<i>Mr. Chickee's Funny Money</i>	Scenic Design	Dir: Aija Penix	2024
<i>Stay Awake</i>	Scenic Design	Dir: Laura Byland	2023
<i>Treasure Island</i>	Scenic Design	Dir: Davenport / Yeager	2023
<i>Inside Out</i>	Scenic Design	Dir: Zoe Wirt	2023
<i>Save Hamlet</i>	Scenic Design	Dir: Jessica Clark	2022
<i>The Emperor's New Clothes</i>	Scenic Design	Dir: CJ Bell	2022

Red Mountain Theatre, Professional theatre company in Birmingham, AL

<i>Matilda Jr.</i>	Scenic Design	Dir: Bradford Forehand	2023
<i>Annie Jr.</i>	Scenic Design	Dir: Bradford Forehand	2022

University of Montevallo, Public liberal arts college in Montevallo, AL

<i>Pill Hill</i>	Scenic Design	Dir: Chaletia Williams	2023
<i>RENT</i>	Scenic Design	Dir: David Callaghan	2023

Vitaly Beckman, illusionist of Penn and Teller fame, brought his show to Hoover, Alabama to film a pitch for Netflix

<i>VITALY: An Evening of Wonders</i>	Scenic Design / Consultation	Dir: Vitaly Beckman	2022
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Theatre UAB, The University of Alabama at Birmingham Department of Theatre's official Brand

<i>The SpongeBob Musical</i>	Properties Design	Dir: Accetta / Franklin	2022
<i>Echoes</i>	Properties Master	Dir: Rebecca Jones	2022
<i>Noises Off</i>	Properties Design	Dir: Dennis McClernon	2022
<i>Much Ado About Nothing</i>	Properties Design	Dir: Jack Cannon	2021
<i>Godspell</i>	Props and Puppet Design	Dir: Lightner / Hall	2021
<i>Sword in the Stone</i>	Scenic and Properties Design	Dir: Jack Cannon	2021
<i>The Secret Garden</i>	Props and Puppet Design	Dir: Valerie Accetta	<i>show cancelled</i>
<i>Tell Me Something Good</i>	Properties Design	Dir: Jack Canon	2020
<i>In the Gardens of Men (staged reading)</i>	Playwright		<i>reading cancelled</i>
<i>HAIR</i>	Properties Design	Dir: Roy Lightner	2019
<i>Amelia Earhart</i>	Scenic Design	Dir: Jack Canon	2019
<i>SAVAGE</i>	Props and Puppet Design	Dir: Koskinen / Accetta	2019
<i>Angels in America, Part I</i>	Scenic and Properties Design	Dir: Cannon / Procacci	2018
<i>Hairspray</i>	Properties Design	Dir: Lightner / Accetta	2018
<i>Silent Sky</i>	Properties Design	Dir: Karla Koskinen	2018
<i>Working</i>	Properties Design	Dir: Valerie Accetta	2017
<i>A Midsummer Night's Dream</i>	Properties Design	Dir: Dennis McClernon	2017
<i>UAB Cabaret Tour</i>	Backdrop Design	Dir: Valerie Accetta	2017
<i>The Emperor's New Clothes</i>	Properties Master	Dir: Jack Cannon	2017
<i>A Little Night Music</i>	Properties Design	Dir: Valerie Accetta	2017
<i>The Vase (Festival of 10 Minute Plays)</i>	Playwright	Dir: Mel Christian	2017
<i>The Real Inspector Hound</i>	Properties Design	Dir: Jack Cannon	2017
<i>Vinegar Tom</i>	Properties Master	Dir: Luke Harlan	2016
<i>You Can't Take It With You</i>	Properties Design	Dir: Dennis McLernon	2016

<i>Jack and the Beanstalk</i>	Scenic and Props Design	Dir: Jack Cannon	2016
<i>Spring Awakening</i>	Properties Design	Dir: Valerie Accetta	2016
<i>Buried Child</i>	Properties Design	Dir: Karla Koskinen	2016
<i>SFB</i>	Properties Master	Dir: Dennis McLernon	2015

*Show selected to travel to KCACTF Region IV Festival in Charleston, SC.

<i>Dancing at Lughnasa</i>	Properties Design	Dir: Jack Cannon	2015
<i>Alice in Wonderland</i>	Scenic and Props Design	Dir: Jack Cannon	2015
<i>UAB Cabaret Tour</i>	Backdrop Design and Painting	Dir: Valerie Accetta	2015
<i>Avenue Q</i>	Properties Design	Dir: Valerie Accetta	2015
<i>In the Next Room, or the Vibrator Play</i>	Properties Design	Dir: Jack Cannon	2015
<i>Clybourne Park</i>	Properties Master	Dir: Dennis McClernon	2014
<i>The Amazing Aesop Roadshow</i>	Scenic and Props Design	Dir: Jack Cannon	2014
<i>Urinetown: The Musical</i>	Properties Design	Dir: Valerie Accetta	2014
<i>HUMPBACK</i> (Festival of 10 Minute Plays)	Playwright	Dir: Mel Christian	2014
<i>Rabbit Hole</i>	Properties Design	Dir: Dennis McClernon	2014
<i>Twelfth Night, or What You Will</i>	Properties Design	Dir: Jack Cannon	2013
<i>Big Love</i>	Properties Design	Dir: Karla Koskinen	2013

*Show selected to travel to KCACTF Region IV Festival in Roanoke, VA.

<i>Charley's Aunt</i>	Properties Design	Dir: Dennis McClernon	2013
<i>Don't Trifle With Love</i>	Properties Design	Dir: Frank Bradley	2012
<i>Macbeth</i>	Properties Design	Dir: Dennis McClernon	2012
<i>On the Verge</i>	Properties Design	Dir: Karla Koskinen	2012
<i>Postcards to J. Bird</i>	Properties Design	Dir: Dennis McLernon	2011
<i>Caucasian Chalk Circle</i>	Properties Design	Dir: Jack Cannon	2011
<i>6 Tales from 6 Continents</i>	Scenic and Props Design	Dir: Jereme Kyle Lewis	2011
<i>We 3</i>	Properties Master	Dir: Dennis McLernon	2011
<i>Lysistrata</i>	Properties Design	Dir: Vessela Warner	2011
<i>Venus</i>	Properties Master	Dir: Karla Koskinen	2010
<i>The Rocky Horror Show</i>	Properties Design	Dir: Bill Castellino	2010

Alabama Ballet, Professional Ballet Company in Birmingham, AL

<i>Rodeo</i>	Scenic Artist	Designer: Oliver Smith, 1941	2021
<i>American Horror Stories</i>	Scenic Artist	Prod. Manager: Ed Zuckerman	2015
<i>Cinderella</i>	Scenic Artist	Prod. Manager: Ed Zuckerman	2015
<i>La Sylphide</i>	Scenic Charge Artist & Properties Artisan	Designer: Ed Zuckerman	2012

Rippy Dippy and the Hidden Hippies, Montana based band looking to expand into Cruise Ship Productions

<i>Untitled Project</i>	Playwright	Dir: Baude / Dean	in process
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Third Citizen Theatre Company, Digital Dionysia Festival, Theatre based in Salem, MA

<i>MOTHER</i>	Playwright	Dir: Michelle Aguilon	2021
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Sidewalk Film Festival, International Film Festival in Birmingham, AL

<i>Aqua Net Can for After Party</i>	Properties Artisan	Dir: Jeff Nixon	2018
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Millsaps Players, Production arm of the Millsaps College Performing Arts Department

<i>SNAP 10 Minute Play Festival</i>	Festival Scenic & Lighting Design & Director of <i>Sock Puppets</i>		2010
<i>Fabulation or the Re-Education of Undine</i>	Scenic Design	Dir: Jeannie-Marie Brown	2010

Aria da Capo Scenic & Costume Design Dir: Jeannie-Marie Brown 2009

Hilberry Theatre, (formerly Hilberry Repertory) the professional company at Wayne State University

Eurydice Scenic and Props Design Dir: Lavinia Hart 2008

The Master Builder Scenic and Props Design Dir: James Thomas 2008

The Jungle Book, summer kid's show Scenic Design Dir: Anthony Rhine 2008

One Flew Over the Cuckoo's Nest Properties Artisan Dir: Lavinia Hart 2009

The Compleat Female Stage Beauty Scenic Artist Designer: Jared Cole 2008

Biloxi Blues Properties Master Dir: Joseph Calarco 2007

The Complete Works of

William Shakespeare Abridged Properties Master Dir: Dr. Blair Anderson 2007

On the Verge Scenic Artist Designer: Larry Kaushansky 2007

Amadeus Properties Artisan Dir: Joseph Calarco 2006

Romeo and Juliet Properties Master Dir: James Thomas 2006

Red Ink Studios, Fashion Studio in Flint, MI

Beauty and the Beat Bandstage and Runway Designer 2008

Wilde Lake High School, a large high school with a strong drama department in Columbia, MD

Grease Costume Design Dir: Tracy Adler 2006

The Ritz, Newberry Community Players, Community Theatre, Newberry, SC

Into the Woods Scenic Design Dirs: Draeger/Swygert 2005

Newberry College Theatre, Newberry SC, Newberry College Department of Theatre Official Brand

Fools Scenic Design Dir: Patrick Gagliano 2005

The Rocky Horror Show Scenic Design and Direction 2004

Woyzeck Scenic Design and Direction 2003

Keely and Du Scenic Design Dir: Chris Bouknight 2003

Loose Knit Properties Master Dir: Patrick Gagliano 2003

Design Consultation:

Black Lightning, CW Television Show filmed in Atlanta 2017

Brandy White from the Art Department for *Black Lightning* reached out to me for advice on how to create a confederate statue that could explode for an on-set effect. I provided construction advice for two different options and research.

The Pink House 2015

A restaurant (now closed) in Birmingham, Alabama's Forest Park Neighborhood with an Art Nouveau theme. I was hired to guide the owners through the design process and help develop an approachable interpretation of period style for a contemporary customer.

Fine Art:

February 1981, acrylic on plywood. Commissioned piece for a private client. *in process*

A Gander at Erin, acrylic on plywood. Piece for a private client. 2021

The Quattleboys, acrylic on plywood. Commissioned piece for private client. 2021

Taproot Dreaming , acrylic on plywood. Sold to a private client.	2020
Queen Vulcan , acrylic on plywood. Sold to a private client.	2020
Spirit of the Wood, 2 , mixed media sculpture on wood. Sold to a private client.	2019
Rocky Birdboa , acrylic on plywood. Commissioned piece for a private client.	2019
Hello, Chunkybutt , acrylic on plywood. Commissioned piece for a private client.	2018
Number Box , acrylic and tile on reclaimed box. Commissioned piece for a private client.	2017
Edna and Lucille , acrylic on plywood. Commissioned piece for a private client.	2017
Para Frida, con Amor , acrylic on reclaimed tabletop. Commissioned piece for a private client.	2017
Viva la Cuba , acrylic on plywood. Commissioned piece for a private client.	2016
Jack be Nimble, a Triptych , watercolor and gouache on paper. Commissioned piece for a private client.	2016
Contemporary Flowers , a series of marker graphics on paper. Commissioned by Nancy Wallen, Graphic Designer	2009
Abstract Heart , acrylic on canvas. Commissioned for the touring <i>WSU MFA/BFA Acting Showcase</i> .	2009

Theatre (Production/Technical):

The University at Buffalo, Department of Theatre and Dance, a BFA design/tech program at the SUNY flagship

These duties were performed as the Director of Scenic Art and Stage Properties in addition to general scenic art and mentorship responsibilities.

<i>Into the Woods</i>	Puppet Engineer	Designers: Elle Dixon/Lisa Gallagher	2026
<i>Macbeth</i>	Puppet Engineer	Designer: Faith Marsala	2026

Birmingham Children's Theatre, Birmingham, AL 2022 – 2004

General duties include planning and executing designer visions for productions, running the scene shop, budgeting and organizing, hiring build and paint crews, coordinating with local IATSE crews for scenic and lighting hangs as well as focus, and working with the Production Manager and Executive Artistic Director for smooth day to day operations. While I also provided technical direction for shows I designed, those shows are listed above under design/creative.

<i>The SpongeBob Musical: School Edition</i>	Technical Director	Designer: Ashley Woods	2024
<i>Junie B. Jones</i>	Technical Director	Designer: Gary Weatherly	2024
<i>Presenting Super Cat and Reptile Robot</i>	Technical Director	Designer: Katharine Stepanek	2024
<i>Wake Up, Brother Bear</i>	Technical Director	Designer: Ashley Woods	2024
<i>Peter Pan</i>	Technical Director	Designer: Gary Weatherly	2023
<i>The Snowy Day and Other Stories</i>	Technical Director	Designer: Ashley Woods	2023
<i>The Three Billy Goats Gruff</i>	Technical Director	Designer: Roy Hudson	2023
<i>Big Fish: School Edition</i>	Technical Director	Designer: Gary Weatherly	2023
<i>Miss Fancy: Elephant Queen of the Zoo</i>	Technical Director	Designer: Ashley Woods	2023
<i>Don't Tell Me I Can't Fly</i>	Technical Director	Designer: Jennifer Glass	2023
<i>The Lion, the Witch, and the Wardrobe</i>	Technical Director	Designer: Gary Weatherly	2022
<i>Amelia Earhart</i>	Technical Director	Designer: Austin Helmers	2022
<i>Twinkle, Twinkle Little Star</i>	Technical Director	Designer: Lynne Hutton	2022

Theatre UAB, The University of Alabama at Birmingham Department of Theatre's official Brand 2010 –2022

General duties included running and maintaining the prop shop, tech monitoring shows, handling prop rentals, supervising student crews, mentoring students, and facilitating community prop questions and loans.

Millsaps Players and Millsaps College, Jackson, MS 2009-2010

General duties included overseeing all construction, storage, and classroom spaces for the department of Theatre. I also worked as the Master Electrician, Technical Director, Master Carpenter, Charge Artist, and Box Office Manager for all department shows. Non-departmental work is listed below:

Kathryn Stockett Lecture	Technical Director		2010
Power: APAC Dance Recital	Technical Director		2010

Hilberry Theatre, (formerly Hilberry Repertory) The professional company at Wayne State University 2006-2009

General duties included construction, painting, and shift work for all shows in repertory. Titled positions listed below:

Born Yesterday	Technical Director	Designer: William F. Moser	2009
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The Complete Works of

William Shakespeare Abridged	Technical Director	Designer: Lex van Blommestein	2007
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Elephant Man	Assistant Technical Director	Technical Director: Jeremy Weing	2006
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Signature Theatre, Arlington, VA, a Tony Award®-winning, non-profit professional theater company

Assassins	Carpenter	Technical Director: Rick Weinard	2006
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Nevermore	Strike Crew	Technical Director: Rick Weinard	2006
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The Sex Habits of American Women	Strike Crew	Technical Director: Rick Weinard	2006
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Arena Stage, Washington, D.C. One of America's major regional theatres

Damn Yankees	Wardrobe Crew	Costume Shop Manager: Joe Salasovich Wardrobe Supervisor: Krisi Huie	2006
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Heritage Theatre Festival (Formerly Heritage Repertory), Charlottesville, VA.

Enchanted April	Hydraulic Fly Operator/ ASM	PSM: Lesley Irminger	2006
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South Pacific	Hydraulic Fly Operator	PSM: Christina Hagan	2006
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Five Guys Named Moe	Run Crew	Run Crew Chief: Andrew Kim	2004
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Driving Miss Daisy	Run Crew	Run Crew Chief: Andrew Kim	2004
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Ragtime	Run Crew	Run Crew Chief: Andrew Kim	2004
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Newberry College, Newberry, SC 2001-2005

General duties included assisting in builds, paint calls, load-ins, and strikes for productions. Titled positions listed below:

College Singers Choir Tour	Stage Manager	Dir: Chuck Neufeld	2004
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Handiwork and Custom Furniture for Private Clients:

Dogfood Platform Design and Construction for Lauren Edwards, Chelsea, AL			2021
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Table Design and Construction for Aeryn and Joshua Peck, Homewood, AL			2020
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Mural Installation for Deedee Mathis, Vestavia Hills, AL			2017
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Handiwork for Scott Atkinson and Gia Bivens-Atkinson, Birmingham, AL			2015-2018
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Table Design and Construction for Barry and Sharon Morgan, Gardendale, AL			2013
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Toy Chest Design and Construction for Sharon Morgan, Gardendale, AL			2011
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Research Projects:

Conversations With August 20 – present

As a teaching tool for TH106 Intro to Entertainment Technology, I started to interview colleagues and collaborators with careers in Entertainment Technology / Design. The research serves as a database and provides real life examples for students who want to pursue careers in theatre or entertainment. Going forward, I plan to publish the interviews as a way to archive the knowledge for usage beyond my own teaching. This is an ongoing list of professionals with whom I have had "A Conversation with." It includes their name, specialty, and date of interview.

Sean Doyle	Sound Design and Technology	November 12, 2025
Anna Krempholtz	Scenic Art	October 8, 2025
Brittany Dee Bodley	Costume Design and Management, Event Design	September 26, 2025
Lyndell T. McDonald	Lighting Design and Technology	September 22, 2025
Jeremy Weing	Lighting Design and Technology	September 15, 2025
Lauren Costello Yager	Stage Management	September 15, 2025
Sharon Morgan	Costume Management and Construction	September 10, 2025
Kendra Peine Weeks	Costume Direction and Design	September 10, 2025
Diane Almeter Jones	Prop Design and Creation	September 10, 2025
Rick Haug	Production and Inventory Management	September 3, 2025
Ally Hasselback	Production and Stage Management	September 1, 2025
Jon Shimon	Technical Direction	August 29, 2025
Erin Hisey	Lighting Design and Technology	August 27, 2025

Panels, Exhibits, and Writing Workshops:

Irish Classical Theatre Company Designer Spotlight

Aug. 2025

Irish Classical Theatre Company used my work on *Or*, on social media as a sneak peek for the show.

University at Buffalo Social Media Spotlight

March 2025

UB Department of Theatre and Dance used my work on *Sanctuary City* at the D'Youville Kavinoky Theatre

D'Youville Kavinoky Theatre Designer Spotlight

March 2025

As a promotion for *Sanctuary City*, The Kavinoky used images of my work and process on social media.

Professional Development for Birmingham City Schools, sponsored by BCT

Nov. 2022

The BCT education department tasked me with creating a two hour long professional development session in stock scenery for local area high school teachers. The session included a hands-on activity for the teachers as well as a question and answer roundtable with me, Ashley Woods, BCT Executive Artistic Director, and Jessie Kisor, Director of Education. One teacher indicated that she will use my activity in future lesson plans about scenic design.

Puppets in Prague, Puppets After Prague World Puppetry Day

March 2022

In honor of World Puppetry Day, students from the Puppets in Prague program were asked to present their work to an international audience in a virtual symposium. I was asked to showcase my Squidward legs from UAB's production of *The SpongeBob Musical*.

SPM Portfolio Review for Early Career Artists and Students

Dec. 2021

Jessica Rosenlieb, Prop Shop Supervisor for the Cleveland Playhouse and I reviewed student and early career artist work, providing critical feedback as representatives of the Society of Properties Managers Education Committee.

Puppets in Prague Social Media Marketing Materials

Sept. 2020 – May 2021

Images of the marionette I carved through the Summer 2020 Workshop was selected to market the program. The images were used in Facebook posts concerning upcoming workshops and served as the organization's profile picture for a few weeks.

Workshop for *MOTHER* Oct. 2020

A virtual workshop for my short script *MOTHER* in preparation for submission to Third Citizen Theatre Company's Digital Dionysia. Since the play was being performed over ZOOM, it was crucial to make sure that the script met the needs of the medium.

Workshop for *In the Gardens of Men* Dec. 2017

A reading workshop for my full-length drama, *In the Gardens of Men* with actors, directors, and designers to work through dialogue and scene sequences for edits and rewrites.

Workshop for *The Vase* Nov. 2016

Two reading workshops with a group of performers/designers/and directors to work through the short play *The Vase* and make it ready for production.

Workshop for *HuBoFeSu* and *Pecking Order* Dec. 2015

I hosted a reading workshop for two new short plays to work through issues and prepare them for edits.

Talkback with Students from University of West Alabama March 2014

A show and tell for students from the University of West Alabama on what it's like to be a working Props Master and designer. Students toured my shop, viewed items in process including renderings, and I answered questions on the process.

Workshop for *Nightmare* March 2014

A reading workshop/talkback with a group of student performers/designers/and managers to work through my short play *Nightmare* and make it ready for production.

UAB Department of Theatre Display Oct. 2011 – Dec. 2011 An installation of work produced by the department Prop Shop under my supervision from fall Of 2010 until fall of 2011.

Millsaps College Student Scenic Design Display April 2010

An exhibit for the Millsaps community to display the work both theatre and non-theatre majors had achieved in the Intro to Scene Design class.

Millsaps College Christian Center Display Aug. 2009 – March 2010

To welcome me into the Millsaps Community, the college presented a display of my work in the lobby of the Christian Center on campus.

Talkback for *Fabulation* March 2010

A discussion with the audiences for Lynn Nottage's *Fabulation or the Re-Education of Undine* at Millsaps College.

Belhaven College Fall Portfolio Review Dec. 2009

The Belhaven College (now Belhaven University) Department of Theatre invited me to participate in a panel review of their students' work as an outside voice.

Talkback for *Aria da Capo* Nov. 2009

A discussion with the audiences about the process involving *Aria da Capo* at Millsaps College.

WSU Theatre Graduate Tribute

May 2009

A display featuring my work from my three years at the Hilberry Repertory Theatre in Detroit, as well as examples of class projects from three years of graduate study at Wayne State.

Hilberry Theatre Tech Talks

April 2009 & Oct. 2008

Three Hilberry Scenic Designers answered patron questions concerning design, our schedules, and facilities. After the discussion, we gave the patrons tours of the scene shop and backstage areas.

Hilberry Theatre "D Series" for *Eurydice*

2008

A panel of production designers, stage managers, and director Lavinia Hart answered audience questions concerning the design and direction of *Eurydice*.

Designer Panel for *Eurydice*

2008

A panel of production designers answered undergraduate design students' questions about *Eurydice*.

Hilberry "D Series" for *The Master Builder*

2008

I gave a talk on my design process and themes within *The Master Builder*, then answered audience questions concerning design elements of the show.

Designer panel for *The Complete Works of William Shakespeare Abridged*

2007

A panel of production staff and designers answered undergraduate design students' questions concerning *The Complete Works of William Shakespeare Abridged*.

Awards & Achievements:**KCACTF Certificate of Achievement in Properties Design (Faculty/Staff) for *Much Ado About Nothing*** 2021

This design included collaborating with the scenic and lighting designers to create a layered and lush watercolor-inspired garden.

KCACTF Certificate of Achievement in Properties and Puppets (Faculty/Staff) for *Godspell* 2021

This design included Balinese Shadow Puppet inspired Pharisees as well as the use of rope light for the crucifixion.

KCACTF Meritorious Achievement Award for Excellence in Design (Faculty/Staff) for *Angels in America Part I: Millennium Approaches* 2018

My Brutalist inspired flex-space set was juxtaposed against neo-expressionist elements to create moments of fantasia.

KCACTF Excellence in Applied Technology for *You Can't Take It With You* 2016

For this show, the lighting designer and I collaborated to create the Red Fire without the use of live flame. There were also extensive set decoration and period furniture elements in addition to properties.

Broadway World Birmingham "Best Production of a Play or Musical (local college)" for *Avenue Q* 2015

For this show, I designed props and furniture, designed and built custom moving box puppets, and performed maintenance on the puppet rentals from Swazzle.

KCACTF Meritorious Achievement Award for Excellence in Design (Faculty/Staff) for *Lysistrata* 2011

My properties design included a non-functional flame thrower and cannon inspired by WWI Russian designs. It also included weaponry made from feminine undergarments.

Professional Memberships:

Society of Properties Managers (SPM, formerly S*P*A*M)

Active member from 2020-2022. Served on the Education Committee. Conferences attended: 2020.

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