

BRENDAN WARNER Lighting Designer

SELECTED EXPERIENCE

LIVESIGHT

DRAFTSMAN MODELLAND, SANTA MONICA, CA (2019-2020)

A multi floor theatrical immersive experience. Project drawn in 3D with 2D additions for further detail. Drawing included; hanging positions, architecture, HVAC, water system, lighting fixtures, set practical placements, fixture information, equipment requirements, data path, and control requirements. Daily updates and design additions were to be archived and added seamlessly into the preexisting plot.

ETC EOS PROGRAMMER MODELLAND, SANTA MONICA (2019-2020)

Programming had to be versatile and organized. Responsible for tracking and organizing 950+ multi-parameter lighting fixtures. Showfile features an interactive magic sheet for easy, concise navigation and fixture selection. Screen layout strategically designed to create an optimal, collaborative, and efficient work environment with lighting designer.

ELECTRICIAN VARIOUS LOCATIONS IN NEW YORK CITY (2017-2018)

Immersive theatrical experiences, concerts, and weddings. Electrics work required to be easily moldable to fulfill clients additions or changes. Work ranged from small room temporary installations to affixing string lights to rooftops. Had to be able to discuss and implement lighting ideas from clients. Cabling often has to be pristine as it can infringe the visual composition of the experience.

THE CHASE BROCK EXPERIENCE

ASSOCIATE LIGHTING DESIGNER THE GIRL WITH THE ALKALINE EYES (Dec 2018 & Mar 2020)

Worked as the moving light programmer for this extremely intimate and high energy narrative dance piece in NY. In addition to programming, I assisted in the hang of the show. I was also responsible for the documentation of the show. A year and a half after its debut, it was remounted in Wilmington, NC. I went in place of the lighting designer to remount the show. On top of realizing the lighting, I was responsible for remounting the projections.

THEATRE 71

LIGHTING DIRECTOR (2020)

Designed light plot to adhere to current production schedule as well as create a more versatile rig to give guest artists more freedom to design in the space. Initiated educating guest artists with current theatre technology. Basic labor management for work calls and show operation. Small improvement projects have started to create a more efficient work environment.

FLAT ROCK PLAYHOUSE

GUEST ARTIST ASSISTANT LIGHTING DESIGNER (SUMMER 2018)

Returned as the Assistant Lighting Designer for the summers last Main Stage musical. Responsibilities included; drafting the lighting package, communicating changes to Master Electrician, assist and oversee focus, fixture and set practical prep, call and document follow spots, oversee work notes, and archive lighting paperwork.

RESIDENT ASSISTANT LIGHTING DESIGNER (SUMMER 2019)

Returned to "The Rock" as the Assistant for the complete summer stock season. Responsibilities included; working on multiple show packages at the same time, aid in the hang of the light plot, attend rehearsals, organize show notes, aiding in day to day operations within the lighting department, organize and prioritize daily to-do lists, and manage / produce designs for weekly cabaret events.

SKILLS

ETC EOS, Lightwright 6, Vectorworks 2D&3D, Moving Light Assistant, Qlab 3, Pre-Visualization, Photoshop, Watchout 6, File Maker Pro, AutoCAD, Basic Disguise (d3), Soldering, Nikon DSLR, DMX, MIDI, OSC, Basic MIG Welding, Music Reading, Followspot Calling, Ukulele

REFERENCES

Brian Tovar	Co-Creative Director/ Lighting Designer, Livesight, NYC	brian@livesight.nyc
Richard Vita	Theatre Manager Theatre 71, NYC	richvida@gmail.com
CJ Barnwell	Lighting Designer, Flat Rock Playhouse, NC	cj@flatrockplayhouse.org

