

Josh Danzig

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA
Master of Entertainment Technology

Expected May 2019

Curry College, Milton, MA

B.A with High Honors in Communication, Technical Theater

May 2010

Honors: Summa Cum Laude

Societies: Lambda Pi Eta National Communication Honor Society

SKILLS

Nemetschek Vectorworks, SketchUp, SolidWorks, LightConverse, Lightwright, MA Lighting GrandMA 2, PRG V676, PRG Mbox Media Server, PRG Mbox Designer, ETC Eos, High End Systems HOG 4, Avolites Titan, Weigl ConductorPro, Adobe Premiere, Audition, Microsoft PowerPoint, Word, Excel, Outlook, SharePoint

ACADEMIC PROJECTS

Experience Designer, Technical Director, Give Kids the World, CMU, Pittsburgh, PA 1/18 – Present

- Converting a traditional hand operated puppet into an animatronic figure
- Involved in the blue sky and concept design process for our overall experience
- Creating a new lighting design for the venue and overhauling the existing lighting system
- Developing a show control system for our animatronic figure and integrating it with the buildings existing show control infrastructure
- Producing schematic level drawing package for lighting, sound, and show control system
- Negotiating with vendors along with specifying robotics, show control and lighting equipment
- Fabricating prototype pieces along with assembling and installing the final animatronic

Lighting Designer, Automated Lighting Workshop, CMU, Pittsburgh, PA 1/18–5/18

- Collaborated with fellow students to design and engineer a concert style lighting rig
- Used CAD and previz software to convey design ideas and easily iterate them

Fabricator, Sound Designer, Building Virtual Worlds, CMU, Pittsburgh, PA Fall 2017

- Worked on five-person interdisciplinary teams creating rapid prototype games and interactive experiences in 2-week blocks
- Designed and fabricated physical sets and interactive props using 3D printers, laser cutters, and carpentry tools

EXPERIENCE

Advanced Technology Interactives Intern, Universal Creative, Orlando, FL 6/18 – Present

- Designing and fabricating digital and physical prototypes
- Assisting producers with the creative development and planning of projects
- Collaborating with teams on ways of using emerging technologies to solve key design challenges

Lighting Designer, GP Productions, Boston, MA 1/13 – 8/17

- Created dramatic lighting designs for a wide variety of theatrical productions including the off-Broadway show *The Love Note*
- Conducted pre-production surveys of various theaters to assess technical capabilities and requirements for shows
- Communicated with venue management teams about various shows technical requirements
- Supervised the onsite installation of show specific technical equipment in various theaters
- Designed and engineered new state of the art lighting system for purchase

Technical Director, The Orpheum Theater, Foxboro, MA 9/12 – 3/15

- Communicated with creative teams on the technical capabilities of the theater
- Inspected, maintained, and insured safe operation of lighting, rigging, and automation equipment
- Provided lighting design for both in house and rental clients productions as needed
- Evaluated and identified technical needs of productions

CERTIFICATIONS Zambelli Fireworks Basic Technician, NFPA 1001