

# ANDREW LAYTON

SET DESIGNER  
IATSE LOCAL 800

andrewlayton@gmail.com

www.andrewlaytondesign.com

PH: 206-335-7341

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*\*Note: Over 20 years professional drafting experience in theatre – complete CV available upon request\**

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## Art Department

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<i>Bless This Mess (ABC)</i> Season 2	PD Melanie Jones	AD Zak Faust	Set Designer	2020
<i>Vegas High (HBO)</i> Pilot	PD Annie Spitz	AD Chad Dellinger	Set Designer	2020
<i>Fargo (FX)</i> Season 4	PD Warren Young	AD Hellen Harwell AD Jessie Haddad	Set Designer	2019
<i>Utopia (Amazon)</i> Season 1	PD Steve Arnold	AD Oana Miller AD Ryan Grossheim	Set Designer	2019

## Related Employment (Selected)

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### **Theatre – USA 829 Member - Freelance Design and Assisting, 2005 to Present**

Have been freelancing in New York and around the country, working as an assistant and designer on many productions. Former member of USA 829 in Scenic Design. Professional Resume available upon request.

### **MiraCosta College – Professor of Theatre Design & Technology, August 2011–January 2019**

Appointed as Professor of Scenic Design, teaching a full-time workload of academic units. I was brought here to create this program and write the full curriculum of courses. Responsible for instruction in a variety of courses, including, but not limited to: Introduction to Theatre, Stage Properties, Scenic Design, Elements and Principles of Design, Stagecraft for the Theatre, Portfolio & Presentation, Stage Management, Stage Lighting. In addition to Design of at least 1 production per year, I am also responsible for advising of students within the design emphasis, and the overseeing of all scenic painting and properties for each departmental production.

### **Williamstown Theatre Festival - Scenic Design Dept. Supervisor 2006, 2007, 2010, 2011**

Responsible for overseeing the design of the Mainstage and Nikos seasons as well as the integration of the new Centerstage Theatre. Quality control of the Paint and Props Departments as well as Carpentry to make sure the designer's intentions are looked after. Supervision and instruction of all four assistants' work, including model building, drafting and graphic work using hand tools as well as computer-aided design programs; mentoring of interns and assistants during their workshop projects, Portfolio critique, and scheduling of talkbacks with Festival Designers; hiring of all scenic art and Design staff, assistants, and interns.

### **PCPA Theatrefest - Resident Scenic Designer / Faculty, January 2008–November 2010**

Responsible for overseeing all design department activities and scheduling within tight timelines, as well as producing working drawings, elevations and models for productions. This includes delivery and management of all drawing information, as well as paint and property specifications. Dealt directly with Vendors for pricing and execution of some scenic elements, including digital printing, theatrical fabrication and other design dept services. Interviewing and hiring of assistant and interns, as well as summer company staff are also part of this position.

### **Alexander Dodge Design - Scenic Design Assistant, 2005 to 2009**

Responsible for building models and general design assisting for Alexander Dodge for over three years of freelance employment. Included work for Regional and Broadway Theatres, such as 2<sup>nd</sup> Stage Theatre, Old Globe Theatre, Triad Stage, Bayreuth Festival, Williamstown Theatre Festival, and American Airlines Theatre.

### **Weston Playhouse Theatre Company - Paint Charge, 2001, 2002, 2003**

Charge Artist for three seasons of shows in two spaces. In charge of painting all scenic elements and properties, working with and teaching paint processes and skills to an intern crew and volunteers. Managed all department budgets and time cost estimates and maintained paint schedule within tight timelines.

## Education

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<b>MFA</b>	<b>University of Washington, Seattle, WA</b>	2005	Scenic Design
<b>BFA</b>	<b>North Carolina School of the Arts, Winston-Salem, NC</b>	2001	Scenic Design, Scenic Art

## Special Skills

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Hand and Computer Drafting, Vectorworks, Photoshop, Adobe Creative Suite, Sketch-Up, Microsoft Office. Foamcore and Finish Model Building. Extensive Scenic Painting Experience- including drop painting, Extensive Properties Experience, Basic and Advanced Carpentry and Light Engineering, Knowledge and Use of most Artist's Media, Basic Sewing (Hand and Machine), Upholstery and Fabric Manipulation - including theatrical drapery, Conversational French. Mac and PC platforms.

## References

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Steve Arnold  
Production Designer  
artguy422@gmail.com

Oana Miller  
Art Director  
oanambiller@gmail.com

Jessie Haddad  
Art Director  
jessiehaddad@gmail.com

Chad Dellinger  
Art Director  
cgdellinger@gmail.com