

Keene Kopper
Resume
ADG LOCAL 800

Selected Projects

Hired By / Prod / Dir	Year	Project	Role
Zoe Rosenberg / Smoking Section / Cassius M. Kim	2024	Not Here, Short	Production Designer
Zoe Rosenberg / Smoking Section / Cassius M. Kim	2024	Kali, Short	Production Designer
Annie Beauchamp / Ind. / Alex Prager	2024	Dreamquill, Feature	Lead Set Designer
Kristin Steusloff / Ind. / Dean Lenoir	2024	Mega Ball, Short	Production Designer
Jann Engel / NBC / Var.	2023	Quantum Leap, S2	Lead Set Designer
Jann Engel / Paramount+ / Var.	2023	Bass Reeves, S1	Set Designer
Jann Engel / Netflix / Susannah Grant	2023	Lonely Planet, Feature	Lead Set Designer
Jonathan Bell / Apple+ / Carl Franklin	2022	Manhunt, Limited Series	Set Designer
Marika Stephens / Apple+ / Jay Roach	2022	High Desert, Pilot/S1	Lead Set Designer
Lauren Crasco / NBC / David Semel	2021	Getaway, Pilot	Lead Set Designer
Paul Moyle / Netflix / Jennifer Kaytin Robinson	2021	Do Revenge, Feature	Lead Set Designer
Laurel Brock / ABC / Chioke Nassor	2021	Everything's Trash, Pilot	Lead Set Designer
Bill Brownell / ABC	2020	The Goldbergs, S7, S8, S9	Lead Set Designer
Bill Brownell / ABC	2020	Schooled, S2	Lead Set Designer
Jonathan Bell / FX / Bradley Buecker	2019	American Horror Story, S9	Set Designer
Michael Hersey / A24-HBO / Sam Levinson	2019	Euphoria, S1	Set Designer
Jason Potash/ Jason Potash / Jonathan Kaufman	2018	Donny's Party, Feature	Art Director

b. May 3, 1979; Concord, Massachusetts

Education

Harvard Graduate School of Design
Career Discovery Program in Architecture, 2002

BFA Design, Concentration in Architecture, Cum Laude; University of Massachusetts, Amherst, 2005

Experience

2012 – 2016
May gallery & residency—Founding Executive and Artistic Director; curation, exhibition design, development, grant writing, volunteer coordination

2009 – 2014
Fabrication studio and property manager and renovations foreman
Artist, James Michalopoulos

2005 - 2009
Intermediate Architect / Designer
Kohn Pedersen Fox Associates
www.kpf.com

Awards & Nominations

2019 ADG Nomination for Contribution to Production design of Euphoria S1

2015 Andy Warhol Foundation for the Visual Arts; two-year exhibition production grant, \$60,000

2014 Mondriaan Funds; project production grant for exhibition with artist Lotte Geeven, \$27,000

A.I.R. Krems, Austria, Artist In Residence

Skills & Software

- Archicad 26, design, documentation, rendering — proficient
- Rhino, modeling — proficient
- Rhino Grasshopper — intermediate
- Cinema 4d, rendering — intermediate
- Adobe Design Suite (Creative Cloud) — proficient
- Microsoft Excel — proficient
- steel MIG & arc welding
- wood working — foreman, framing, structural and finish; furniture and housewares construction & fabrication budgeting and reporting