



Luke Shryock

Project Management & Technical Design

Contact:

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Samples of work available at:
www.LShryockDesign.com

Education:

B.F.A. In Scenic Design from
The Conservatory of Theatre Arts at
Webster University

Skills:

Drafting and 3D Modeling

Digital Fabrication: Laser Cutting.

CNC Cutting, and 3D Printing

Woodworking and Scenic Carpentry

Paint & finishing techniques

Soldering and Integrated LED lighting

Software:

Most Experienced with:

Auto CAD Vectorworks

Photoshop Rhino

Also Skilled with:

Fusion 360 Sketchup

Lightroom InDesign

Illustrator Office

Personal References:

Available upon request

Project Manager

with Scenicorp of NY

May 2021- Present

I began as a Draftsman and Technical Designer for scenic builds and progressed to fully managing production on a job-by-job basis. Projects at Scenicorp span film and television, corporate conferences, and immersive events. Clients included The Today Show, The Country Music Award, and The Video Music Awards. Duties included client communication, producing quotes, developing build schemes, planning material purchases, scheduling and managing work across our drafting team, and CNC, Carpentry, Metal, and Paint Shops and supervising installations.

Associate Technical Designer

with David Stark Design

Apr. 2019- Mar. 2020

I worked closely with a team of designers and producers to help bring big event ideas to reality. My role through the event design process was to collaborate with creative designers to produce a design that had maximum impact while account for budget and feasibility. My main responsibility included drafting all floor plans, all construction documents, and installation diagrams. Other responsibilities included conducting site visits, budgeting all built elements, coordinating with internal and external shops to ensure quality/ prompt completion of builds, and leading on-site event installations.

Model Builder

with HOK Architecture

Jun. 2016- Aug. 2018

with Robert A.M. Stern Architects

Sept. 2018- Apr. 2019

Utilizing digital drafting skills and physical craftsmanship I work with architects and designers to put their work in front of a client in a tactile way. The models we produce range in style from fully painted display pieces to foam mock-ups. Scales range from 1"=250' 'birds-eye' site study models to 1"=1' interior study, and an occasional 1:1 mock up of lighting or trim details. Production would incorporate laser cutting, 3D printing, and conventional carpentry tools. Common materials used include hardwoods, veneers, high density modeling board, acrylic, styrene, chip board, and vinyl.