

JAKE WOOD

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I am a multidisciplinary designer and multimedia professional with a strong balance of creative vision and technical expertise. My background spans design, lighting, cinematography, and digital media production. I studied dance at the University of Roehampton, where I specialised in screendance, cinematography, and production design, later working there as a theatre technician. Since then, I have gained extensive hands-on experience in live events and technical production at venues including, but not limited to, the Royal Albert Hall, the Savoy, the Old Vic, and the Lyric.

My work involves lighting and video design, programming, sound and visual operation, projection, 3D modelling, animation, and post-production editing. Alongside my professional roles, I have previously run an art collective and limited company, producing original media and commissioned works. With over a decade of experience in graphic design and visual communication, I bring a holistic approach to each project, uniting aesthetic sensitivity with problem-solving precision.

Having trained with, and performed alongside companies such as Jasmin Vardimon and Mathew Bourne's New Adventures, in my time as a dancer, I understand both the creative and technical demands of performance and design. I aim to bridge these disciplines, transforming artistic ideas into engaging, functional, and visually cohesive experiences.

Key Skills

- Clear verbal and visual communication across creative and technical teams.
- Creative problem-solving under live, time-critical conditions.
- Leadership and initiative in fast-paced production environments.
- Strong IT and technical literacy across live, digital, and post-production systems.
- Prototyping and iterative design for performance and installation contexts.
- Empathetic collaboration with artists, performers, and production staff.
- Independent working with a high degree of reliability and accountability.
- Effective teamwork within multidisciplinary crews.
- Design thinking informed by both artistic intent and practical constraints.

Recent project

MUST HAVE - He6oCry - music video

An audioreactive visualiser merging interactivity and reactivity across borders.

Client: Must Have

Location: GB & Ukraine

In early 2025, I worked with TouchDesigner to create an audio-reactive music video and show visuals for a Ukrainian grunge band, "MUST HAVE", for the song "He6oCry". Due to the band being in Ukraine, we collaborated remotely, which posed its challenges because of rolling blackouts and connection losses occurring at the time, as well as the language barrier. I feel honoured to have worked with such a courageous and rebellious band who continue their creative expression and live performances during an ongoing conflict.

Software proficiencies

Live Show Niche: Touchdesigner, Qlab, OBS, ETC EOS, Isadora, Resolume.

3D: Autodesk-Fusion 360, Cura, Bamboo, Blender, Unreal Engine 5.

Video and Image: Black Magic Davinci Resolve, Adobe Creative Suite (CS)/Creative cloud (CC).

Audio: Ableton, Audacity, FL Studio.

Admin: Microsoft office/ 365 (Word, Excel, PowerPoint), Google Workspace.

Operating Systems: Windows, Linux, Mac, Android, IOS.

Certificates

Gateway Qualifications Entry Level Certificate in Progression (Entry 3) – Civil Service

An Introduction to Blender – Mastered Skills Bootcamp

Working At Height and Rescue – Lyon

PAT competency

Arts Award Gold

NCS certificate

CSCS Green

Employment

Pirate Crew – Technician / Crew Member (2023–2025)

- Supported large-scale live events and touring productions through efficient load-ins and load-outs in high-pressure environments.
- Executed rigging and de-rigging of scenic and technical elements, including motor operation and overhead systems, with a strong focus on safety and precision.
- Worked confidently at height and within complex rigging plans, adapting to varied venues and changing site conditions.
- Identified and resolved technical and logistical issues on the floor, contributing to smooth show delivery under tight schedules.
- Collaborated closely with diverse crews, maintaining clear communication and a proactive, solutions-focused approach.

The Rose Theatre Kingston – Production Technician (2023)

- Delivered lighting design, programming, and operation for a wide range of productions, balancing artistic intent with technical feasibility.
- Installed, rigged, and maintained lighting systems, ensuring safe and reliable operation throughout rehearsals and performances.
- Acted as duty technician, responding calmly and effectively to live show issues and last-minute changes.
- Contributed to set construction and basic carpentry, supporting the wider production team across departments.
- Worked regularly at height and within tight turnaround schedules, maintaining high technical standards and attention to detail.

The Cockpit Theatre – In-House Technician (2022–2023)

- Provided end-to-end technical support for incoming productions, from pre-production planning through to live performance.
- Designed, programmed, and operated lighting for theatre, dance, and experimental performance work.
- Offered hands-on show support, troubleshooting technical issues in real time to protect artistic integrity during performances.
- Supported stage management and visiting companies, acting as a key point of technical communication within the venue.
- Maintained and cared for house equipment, contributing to a safe, efficient, and artist-friendly working environment.

Education

BA: Dance (September 2018 - 2022)

University of Roehampton

Lighting Student (September 2021 – 2022)

REF: Mike Toon – 07986354008

Screendance Student (September – December 2021)

REF: Heike Salzer - Heike.Salzer@roehampton.ac.uk

A-levels (September 2016 – June 2018)

Herne Bay Sixth Form

Art Graphics – Graphic Communication

Media studies

Dance

9 GCSEs grade A* - C (September 2011 – June 2016)

Herne Bay High School

English, Maths, Statistics, Science, History, French,
Product Design, Dance, and Graphic Design.