

# Curriculum Vitae

## Frank Meyer

Technical Director, Production Manager, Educator

### Personal and Academic Statement

Frank is an enthusiastic and energetic theater professional who believes that there is no artistic goals that cannot be met with problem solving, collaboration, and planning. Frank likes to solve problems in new and innovative ways, even problems that have been solved successfully in the past. There is always a better way to solve a problem, and if a problem can be solved in a unique and fresh way, then it should be attempted. Finding new and innovative ways to achieve artistic and creative goals allows us to be better theater makers and find new ways to express ourselves on stage and in society.

As an educator, Frank values the process as much as the final product. The product exists for only a few weeks, but the process serves as an important experience forever. He believes that any idea is worth a try. He values diversity of thought, and understands that each and every student brings their own perspective to solving a problem. Whether a new and creative solution results in success or failure, it adds an important experience to all collaborators involved, and it progresses our industry and our students forward.

### Education

#### **Master of Fine Arts – Technical Direction and Production Management**

Carnegie Mellon University, School of Drama  
Pittsburgh, Pennsylvania  
August 2013 – May 2016

#### **Bachelor of Science – Theater Production**

Towson University, Department of Theater Arts  
Baltimore, Maryland  
August 2010 – May 2013

#### **Associate of Applied Science – Network Technology**

Community College of Baltimore County, School of Computer Science  
Baltimore, Maryland  
August 2007 – May 2010

## **Selected Experience**

### **Technical Director**

Two River Theater  
Red Bank, New Jersey  
August 2016 – Present

Collaborating with artistic staff and production staff to produce a seven-show season. Management of a seven-person scene shop staff. Allocating space, material, and human resources between productions. Working with scenic and other production teams to find new-and-innovative solutions to problems in order to provide the best possible product to support our artistic endeavors. Collaborating and assisting in design, specification, and planning of new 40,000sqft production support facility.

### **Project Manager**

Carnegie Scenic Studios  
Pittsburgh, Pennsylvania  
August 2015 – May 2016

Serving as scenic project manager for an eight-show academic season. Managing all scenic resources, space, student and professional labor. Coordinating load in times with limited and overlapping resources. Leading a team of 10+ graduate and upper-class undergraduates in technical design, resource management, administrative responsibilities, and hands-on tasks. Allocating labor resources from a pool of 20+ freshmen and sophomore students to support, build, install, load in, and run crew for all productions. Management of production and support budget lines. Leading in collaboration between design and production departments to find new and unique solutions to problems. This position with very limited faculty oversight.

### **Technical Director**

Bay Street Theater  
Sag Harbor, New York  
April 2015 – September 2016

Leading a team of seven interns in a fast paced three-show summer season. Facilitating communication and collaborating between artistic staff, production staff, senior leadership, and outside stakeholders. Organizing and programming intern learning opportunities in all production disciplines.

### **Space Supervisor**

Towson University, College of Fine Arts and Communication  
Baltimore, Maryland  
August 2011 – May 2013

Serving as liaison to outside and university groups utilizing COFAC performance spaces. Managing space, schedule and staffing for events, including large summer festivals and conferences. Working with university contractors to ensure spaces were in top shape for events. Collaborating with clients to ensure their event needs are met, both ahead of time and at zero-hour. Managing student and professional staff during events, setup, and strike.

## **Festival Manager – Kennedy Center American College Theater Festival**

Towson University, College of Fine Arts and Communication

Baltimore, Maryland

September 2012 – January 2013

Leading a team of students and staff to prepare Towson University's Center for the Arts for a KCACTF's Region 2 Festival. Provided staffing for all KCACTF sessions working closely with operations director. Serving as liaison between university and invited production to ensure incoming productions had resources required, while also ensuring outside productions operated in a safe and regulated manner. Managing space needs and requirements, including last minute requests. Organizing check in, hotel shuttles, meal cards, and other associated festival materials. Communicating needs with college and outside contractors. Creation of festival binder with all information required to operate the festival. Managing team of 60+ staff and volunteers during week of festival. This position functioned with very limited faculty oversight.

## **Teaching & Instruction Experience**

### **Embedded Electronics**

Carnegie Mellon University, School of Drama

2015, 2016

A course about embedded electronics systems, and their use in scenic production, as well as applications in other production disciplines. Leading a class of 10-12 students in creating their very own Arduino project of their choosing with real world applications ranging from stage automation to sound effects processing to embedded electronic costume technology.

2 Courses – 10 Contact Hours Each

### **Vectorworks Drafting Techniques**

Carnegie Mellon University, School of Drama

2015, 2016

A freshmen level course in computer aided drafting and design. Instructing students in applying hand-drafting skills to computer work. Working with students after classes and during off-hours to ensure that not only the assignments are completed, but that the base skills are learned and retained and can be applied to outside projects and future career work.

2 Courses – 10 Contact Hours Each

### **Carnegie Scenic Studios**

Carnegie Mellon University, School of Drama

2015, 2016

Leading a team of students in the execution of all scenic production management and design for an eight-show academic season. Leading students in collaborating and problem solving for challenges both common and uncommon. Instructing students in technical design, technical direction, resource management, fabrication techniques, and active progressive communication and collaboration.

## **Scene Shop Supervisor**

Towson University, Department of Theater Arts

2010-2013

Leading a team of students in scenic fabrication. Instructing and qualifying all students on all tools and scenic fabrication methods. Guiding fellow students in problem solving, construction technique, and install technique. Serving as advisor and supervisor for student projects to ensure that their artistic goals are met while also ensuring the safety and integrity of students, spaces, and resources.

## **Scene Shop Assistant**

Community College of Baltimore County

2007-2012

Leading students in construction and fabrication methods. Guiding students in determining career goals, and exploring career possibilities. Serving as principal advisor to student productions, and providing guidance to ensure that student productions remain in scope while also identifying ways to achieve artistic goals.

## **Conferences & Presentations**

### **United States Institute for Theater Technology - Salt Lake City, 2016**

“Make It Move!” – A presentation on stage automation technology accessible to smaller universities and regional theater companies.

## **Research and Publications**

“The 120v Project” – Scene Shop built stage automation technology with off-the-shelf parts and limited resources, including full plans, instruction manual, calculations and proofs. – Available upon request.

Pittsburgh, Pennsylvania 2016.

## **Highlighted Skills**

- Strong Organizational and Management Skills
- Project Estimating, Tracking, and Engineering
- Technical Design and Engineering for Entertainment Industry
- Entertainment Rigging and Structural Calculations
- Stage and General Industry Safety Specialist
- Space Management and Resource Allocation
- Expert AutoCAD and Vectorworks 3D Drafting
- Experience with Variety of Project Planning Structures and Software
- Stage Automation Technology Expert
- Design with Variety of Standard and Non-Standard Fabrication Techniques
- Leading Crews of All Skill Levels

## Professional Certifications

- OSHA 30 Hour General Industry
- Entertainment Technician Certification Program – Theater Rigging - Pending
- TAIT Navigator Automation Technician
- CM Stage Hoist Technician
- Microsoft Office Productivity Certification

## References

Professional, Academic, and Current Employer References Available Upon Request