

# MARY KURENKOV

IATSE Local 829 Set designer | IATSE Local 800 Assistant Art Director

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145 Front St, Unit 1451 Worcester MA 01608

## KEY SKILLS

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- Adobe Photoshop
- Adobe Illustrator
- Rhino 3D
- Autodesk 3DS Max
- Microsoft Office Suite
- Traditional media drawing
- Matte painting
- Corona Render engine

## EXPERIENCE

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**10/2023 - present**    **Boxing Coach, Title Boxing Club**  
Led group boxing classes, focusing on proper form while encouraging members to improve their overall fitness. Participated in small group trainings to take a deeper dive into boxing principles and techniques.

**04/2021 - present**    **Set Designer, IATSE Local 829**  
Took directives from the production designer and art directors to create build drawings for the construction department. Created white 3D models to better illustrate unbuilt set pieces. Conducted site surveys of filming locations, supervised junior department members performing their own surveys.

*Projects completed: Thug (2023), Spirited (2022)*

**09/2020 - present**    **Assistant Art Director, IATSE Local 800**  
Created simple cover graphics, coordinated between the graphic department and vendors to print, and deliver graphics to set. Coordinated with two other departments to ensure accurate execution of production designer's vision. Sourced hardware for built sets. Conducted site surveys of filming locations.

*Projects completed: Don't Look Up (2021)*

**01/2019-03/2020**    **Art Department Assistant, Various projects**  
Helped facilitate smooth operation of art department office. Assisted in site surveys. Researched and assembled visual references for design presentations.

*Projects completed: Free Guy (2021), The Falcon and the Winter Soldier (2021)*

**08/2018-12/2018**    **Propmaker/ Carpenter, IATSE Local 481**  
Worked in teams of carpenters to construct scenery according to design specifications. Altered existing location features to better blend in with built scenery.

*Projects completed: Ava (2020), Spenser Confidential (2020)*

## EDUCATION

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- 09/2014-05/2018     **Boston University, BFA Theatre** – Technical Production
- 05/2021-08/2021     **render.camp, certificate** – Professional Visualization  
*Online course teaching architectural visualization, providing hands-on experience in 3ds Max and Corona render engine to create photo-realistic images of unbuilt architecture.*
- 05/2022-06/2022     **Brick Visual Academy, certificate** – Image Generalist Arch Viz  
*In-person intensive course covering the full architectural visualization pipeline from 3D modeling and material shaders in 3DS Max to matte painting using Adobe Photoshop.*
- 08/2022-05/2023     **CG Spectrum, certificate** – Intro to Concept Art & Illustration  
*Online 9 month-long course building a foundation in the use of composition, color and value as they apply to concept art in the entertainment industry*
- 06-2023-05/2024     **Career Foundry, certificate** – Full Stack Web Development  
*Online 10 month-long rigorous program teaching writing and reading code, building a foundation in HTML, CSS, Javascript and more. Learning how to adopt tools for coding, text editing, and programming.*

## LANGUAGES

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- native Russian
- fluent English
- conversational German
- basic Spanish listening comprehension