

# Erich Keil

*Developer, Collaborator, Problem Solver.*

Tulsa, OK

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## Code Skills:

- JavaScript/Node.js
- HTML5
- CSS
- React
- Git/GitHub
- SQL/Postgres
- MongoDB
- RESTful APIs

## Design Skills:

- Lighting Design
- Sound Design
- Photography
- Adobe CC:
  - Illustrator
  - Photoshop
  - Audition
  - Premiere

## Objective:

I have a passion for problem solving and have cultivated a broad set of skills in software, hardware, media generation, and design. I have significant experience in managing complex projects in highly variable environments. I bring a strong history of collaboration and intrinsically motivated learning. I strive to contribute continuously to the development of clients and colleagues.

## Experience:

### *Participant*

*Recurse Center, NYC, Jan 2022 to Mar 2022*

Developed and collaborated on a broad spectrum of projects and learning activities including:

- Generative art with Three.js, p5.js, and CSS
- Daily algorithms & data structures study
- Regular pair programming
- Full Stack Web App Development.

### *Director of Production*

*Tulsa Opera, Tulsa, OK, Aug 2017 to Dec 2021*

- Planned and implemented a \$1.5M annual production budget.
- Oversaw all design and technical elements.
- Hired and managed technicians, designers, and stage managers.
- Designed and implemented health and safety protocols, season selection & scheduling processes, and long range strategic planning.
- Served as chief technical liaison for a \$6M construction project.

## Related Skills:

- Public Speaking
- Teaching
- Curriculum Development
- Research
- Strategic Planning
- Electrical Theory
- Embedded Hardware

## Education

### MFA:

Theater Design and Technology  
University of California-Los Angeles

### BA:

Theater Design and Technology  
Western Michigan University

### *Associate Professor -*

### *Lighting and Sound Design*

*East Carolina University - Aug 2011 to Jul 2017*

- Designed and taught core and advanced courses in lighting and sound design and technology for live performance.
- Designed or mentored student designers and oversaw implementation of Lighting and Sound elements for the ECU/Loessin Playhouse.
- Served as Design & Production area coordinator, managing curriculum development and educational operations within the Design & Production concentration.
- Served as Production Manager overseeing calendar and budget coordination for the department's production activities.

### *Asst. Professor - Theater - Production*

*Bradley University Sep 2005 to Jul 2011*

- Designed and taught courses in Lighting and Sound Design and Technology, Scenic Design and Stagecraft.
- Managed scenery, lighting, and AV shops.
- Designed production elements and mentored student designers and technicians.
- Collaborated on strategic planning, budget design and oversight, curriculum development, and accreditation processes.

## References

Ken McConnell  
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