Portfolio:
zenlex.dev

Github:
github.com/zenlex

LinkedIn:
zenlexltd

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

Design Skills:
- Lighting Design
- Sound Design
- Photography
- Figma
- Adobe Illustrator
- Adobe Photoshop
- Adobe Audition

Erich Keil

Developer, Collaborator, Problem Solver.
Tulsa, OK
erich@zenlex.dev
773-580-1595

Objective:
To apply my passion for problem solving to build tools that make the world a better place for all who live in it. I have a broad set of skills in software, hardware, media generation, and design. I also have significant experience in managing complex projects in highly variable environments and bring a strong history of collaboration and intrinsically motivated learning. I strive to support the continued 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

Memberships:
- Techlahoma
- Code for Tulsa

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.

Talks/Presentations:
"Skill Transfer as a Learning Model: A Case Study in Joining the Circus" - OKC Web Devs/FCCOK - *February 2022*

References Available Upon Request