

## Contact

### Phone

### Email

haydenallred@gmail.com

### Portfolio

www.haydenallred.com

## Software

- Photoshop
- After Effects
- Premiere Pro
- Sketchup
- Procreate
- Vectorworks
- Unreal Engine 5
- MS Office Suite
- QLab 5
- MadMapper 5
- Pro Tools
- Reaper
- VS Code
- Arduino Studio

## Skills

- Lighting Design
- Projection Mapping
- Sound Design
- Production Design
- Musical Composition
- Computer Programming
- Video Editing
- 3D Printing
- Virtual Reality Applications
- Research and Development
- Certified Hypnotist



## References

“ Hayden's ability to think outside the box... I think he lost the box years ago in his amazing travels for such a young man. His mind works on a level that few of us can even fathom. ”

Dusty Fisher , *King Fine Arts Center*

“ Of all the students, designers, and technicians I have worked with over the years, Hayden is the most capable, creative, intelligent, and intuitive I have ever collaborated with. ”

Roger Merrill , *The Playmill Theatre*

# Hayden Allred

I'm an energetic theatre designer and tinkerer. My storyteller heart sees artistic potential in all things, and an exploration of new ideas, methods and inspiration drives my intense passion.

## Work Experience

### The Playmill Theatre

2015 - 2022

#### Technical Director / Lighting, Sound, & Projection Designer

- Designed lights, sound, and projections for 21 theatrical productions, overseeing each from conception to installation.
- Created remote-controlled moving spotlights which removed the limitations of lighting in a confined space.
- Developed custom software and Arduino-based applications and props to enhance both on-stage and off-stage success.
- Operated sound and lighting equipment for over 950 performances.
- Developed cutting-edge projection mapping techniques of interactive rain which has been licensed to over a dozen professional theatres.

### The Palace Theatre

2019 - 2022

#### Designer / Consultant

- Led the revitalization of an unused space with leading-edge technologies to create a new venue for immersive theatre.
- Wrote, developed, and designed original and immersive shows for multiple venues.
- Animated projection-mapped characters for interactive experiences and productions.

### Brigham Young University - Idaho

2017 - 2020

#### Assistant Professor / Audio & Projections Master

- Taught and created curriculum for a 300-level projection systems design course taught to both students and faculty.
- Guided university faculty through using projection designs in productions while serving as the department's specialist.
- Taught students the foundations of theatrical sound design and live-sound operations.

## Education

### Savannah College of Art and Design

Master of Fine Arts | 11/23

Production Design  
Emphasis in Theme Parks  
GPA: 3.9

### Brigham Young University - Idaho

Bachelor of Science | 12/20

Technical Theatre Design  
Computer Information Technology  
Communication Management