

Dominic Hayes

Set Designer

Set designer with 12+ years of experience creating original stage and film sets for theatrical productions, independent films, and immersive entertainment. Known for balancing creative ambition with budgetary discipline, consistently delivering designs 15% below budget while achieving director and production team satisfaction. Skilled in 3D modeling, technical drafting, and coordinating fabrication teams across complex multi-set productions.

KEY SKILLS



- Scenic design and conceptual set development
- Technical drafting and scale model construction
- 3D modeling for set visualization (SketchUp, AutoCAD)
- Fabrication coordination and materials sourcing
- Budget planning and cost management
- Set dressing and prop selection
- Theater production and live performance logistics
- Director and lighting team collaboration
- Grant proposal support and visual presentation

EDUCATION



Bachelor of Fine Arts (BFA) in Theater Design

Tulane University
New Orleans, LA | May 2011

PROFESSIONAL EXPERIENCE



Set Designer | Crescent Theater Company, New Orleans, LA
January 2016 – Present

- Designed 30+ original stage sets across dramatic, musical, and immersive theater productions, including 5 fully modular designs that reduced load-in time by 35%
- Partnered with directors and lighting designers to develop cohesive visual narratives, contributing to 4 productions that received regional theater awards for design excellence
- Managed design budgets across all productions, averaging 15% below budget target through value engineering, supplier negotiation, and material reuse strategies
- Coordinated fabrication teams of 3–8 scenic carpenters and painters per production, managing build schedules across an average 6-week pre-production window
- Presented design concepts using 3D models, scale drawings, and material samples to production boards and grant panels, supporting 3 successful funding applications
- Developed reusable set piece inventory valued at \$40,000, reducing material expenditure by 20% per production over 3 years

Assistant Scenic Designer | LA Stage Collective, New Orleans, LA
March 2012 – December 2015

- Supported head designers on 12 productions with drafting, scenic painting, and on-site load-in adjustments, developing technical skills across 4 distinct theatrical styles
- Organized material inventory and workshop scheduling for a 3,000 square foot scenic shop, improving material retrieval efficiency and reducing preparation time by 25%
- Maintained scale models for 8 grant presentations and stakeholder reviews, ensuring professional presentation quality that contributed to 5 successful funding outcomes
- Assisted in installing 10+ large-scale scenic builds, developing hands-on technical construction and rigging skills applicable to both stage and film environments

CERTIFICATIONS



- Unreal Engine Environment Design Certificate, Epic Games, March 2019