

Elijah Frankle

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Expanding the intersection of design and technology to create more immersive, interactive, and innovative experiences.

Theater Design

Projection Designer	The Shark Is Broken	Pesha Rudnick, Director	Ensemble Theatre Company	2026
Assoc. Lighting Designer	Cymbeline	Vickie J. Scott, Lighting Designer	Antaeus Theatre Company	2025
Audio/Video Programmer	Dance Nation	Pesha Rudnick, Director	UC Santa Barbara	
Projection Designer & Assoc. Lighting Designer	Santa Barbara Dance Theater: A Place for Us	Brandon Whited, Artistic Director	UC Santa Barbara	2024
Projection Designer	Kinetic Lab: Indecision	Christina McCarthy, Concert Director	UC Santa Barbara	
Projection Designer	Indecent	Sara Rademacher, Director	UC Santa Barbara	
Projection Designer	Starmites	Brent Ramirez, Director	California Lutheran University	
Assoc. Lighting Designer	Everybody's Favorite Mothers	Michael Klaers, Lighting Designer	UC Santa Barbara	
Asst. Lighting Designer	Ring of Fire	Greg Mitchell, Lighting Designer	Ensemble Theatre Company	2023
Lighting Intern	Don Giovanni	Bruno Poet, Lighting Designer	LA Opera	
Lighting Assistant	Our Dear Dead Drug Lord	Azra King-Abadi, Lighting Designer	Kirk Douglas Theatre	
Asst. Lighting Designer	The Last Days of Judas Iscariot	Azra King-Abadi, Lighting Designer	UC Santa Barbara	
Lighting Programmer	Sound and Smoke - A Dance Concert	Meredith Cabaniss Venture, Concert Director	UC Santa Barbara	
Assoc. Lighting Designer	She Wolf	Michael Klaers, Lighting Designer	UC Santa Barbara	
Lighting Designer	DOUBLE2	William Huffaker, Production Director	UC Santa Barbara	
Lighting & Projection Designer	Roe	Red Patterson, Director	California Lutheran University	2022
Asst. Projection Designer	A Medusa Thread	Nick Santiago, Projection Designer	UC Santa Barbara	
Asst. Lighting Designer	The 25th Annual Putnam...	Vickie J. Scott, Lighting Designer	UC Santa Barbara	
Lighting Assistant	Wolf Songs	Greg Mitchell, Lighting Designer	Orpheus Project	
Asst. Projection Designer	Spectral Frequencies	Corwin Evans, Projection Designer	UC Santa Barbara	
Lighting Programmer	The Seagull	Michael Klaers, Lighting Designer	UC Santa Barbara	2021

Art

Media Design, Projection Mapping	IIIumiNITE, Muckenthaler Cultural Center	December 2025
Sculpture and Video	Santa Barbara Center for Art, Science, and Technology	November 2023
Interactive Media and Video	Error 404, UC Santa Barbara Glass Box Gallery	February 2023
Pixel and Projection Mapping	CSU Summer Arts, CSU Fresno	July 2022

Work Experience

<u>Associate Designer</u>	Panda Roja Design	October 2025-Present
<i>Designed/programmed light cues, created lighting plots and diagrams, wired plugs and cables, and moved equipment for live events and installations.</i>		
<u>R&D Intern, Augmented Experience Platforms</u>	Universal Creative	January 2025-May 2025
<i>Developed interactive technology for themed entertainment with 3D modeling, game development software, digital media, projection, and electronics. Supported implementation of attraction-related systems. Additional work with the Sensor Fusion Platforms and Immersive Experience and Play teams.</i>		
<u>Research Assistant, Data Visualization</u>	UCSB Global Media Technologies and Cultures Lab	September 2023-January 2024
<i>Explored intuitive ways to experience data through interactive media, collaborated to organize data, set goals, and redesign web presence.</i>		
<u>Lighting Intern</u>	LA Opera	September 2023
<i>Rebuilt/maintained light plot in Vectorworks, managed paperwork in Lightwright, created documentation including focus charts and magic sheets for moving lights.</i>		
<u>Electrician</u>	UC Santa Barbara Department of Theater and Dance	September 2022-December 2024
<i>Hung, cabled, focused, and cleaned lighting and projection fixtures, programmed and operated Eos consoles (Ion, Element) and QLab, organized equipment inventory.</i>		

Education

UC Santa Barbara	BS Computer Science (College of Creative Studies) Minor in Theater Production and Design Minor in Media Arts and Design	University High Honors GPA: 3.89
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Skills

Design: ETC Eos, QLab, Madmapper, Isadora, TouchDesigner, Photoshop, After Effects, Lightwright, Capture
Drafting/Fabrication: Vectorworks, AutoCAD, Fusion360, Solidworks, Blender, 3D Printing, Laser Cutting, Basic Electronics
Software: Unity (C#), Java (Processing), Python, Javascript, HTML, CSS, Pascal (Vectorscript)