

Elijah Frankle

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

Education

Carnegie Mellon University	MFA Video and Media Design	2026-2029 (<i>In Progress</i>)
University of California Santa Barbara	BS Computer Science Minor in Theater Production and Design Minor in Media Arts and Design	2021-2025

Work Experience

Associate Designer , Panda Roja Design <i>Created renderings, designed/programmed light cues, and drafted light plots and architectural diagrams for live events and installations.</i>	October 2025-Present
R&D Intern, Augmented Experiences Platform , Universal Creative <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 Platform and Immersive Experience and Play teams.</i>	January 2025-May 2025
Research Assistant, Data Visualization , UCSB Global Media Technologies and Cultures Lab <i>Explored intuitive ways to experience data through interactive media. Collaborated to organize data, set goals, and redesign web presence.</i>	September 2023-January 2024
Lighting Intern , LA Opera <i>Rebuilt/maintained light plot in Vectorworks, managed paperwork in Lightwright, created documentation including focus charts and magic sheets for moving lights.</i>	September 2023
Electrician , UC Santa Barbara Department of Theater and Dance <i>Hung, cabled, and focused lighting and projection fixtures, programmed and operated Eos consoles and QLab, organized equipment inventory.</i>	September 2022-December 2024

Theater Design

Projection Designer	The Shark Is Broken	Pesha Rudnick, Director	Ensemble Theatre Company Laguna Playhouse (<i>transfer</i>)	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 & Assoc. Lighting Designer	Santa Barbara Dance Theater	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	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	IllumiNITE, 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

Skills

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