

Elijah Frankle

Media & Lighting Design | Creative Technology | Themed Entertainment

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Education

Carnegie Mellon University

MFA Video and Media Design

2026-2029 (*In Progress*)

University of California Santa Barbara

BS Computer Science

2021-2025

Minor in Theater Production and Design

Minor in Media Arts and Design

Work Experience

Motion Design/Animation Intern, DF Productions

June 2026

Animated media in After Effects, edited photos in Photoshop, gathered reference visuals, and created options of early concepts for LED wall content for the 2026 BET Awards.

Associate Designer, Panda Roja Design

October 2025-May 2026

Created renderings, designed/programmed light cues, and drafted light plots and architectural diagrams for live events and installations. Worked both under direct supervisor and independently with external clients in theater, museum, and retail settings.

R&D Intern, Augmented Experiences Platform, Universal Creative

January 2025-May 2025

Developed interactive technology for themed entertainment with 3D modeling, game development, digital media, projection, and electronics. Designed storyboards and wrote IP-based content for the Immersive Experience and Play team. Assisted Sensor Fusion Platform team with attraction sensor testing. Presented demonstrations of new technology applications for storytelling to leadership and other departments.

Lighting Intern, LA Opera

September 2023

Rebuilt and maintained light plot in Vectorworks, updated paperwork in Lightwright, created documentation including focus charts and magic sheets for moving lights, and assisted the lighting team with organizational tasks.

Electrician, UC Santa Barbara Department of Theater and Dance

September 2022-December 2024

Hung, cabled, and focused lighting and projection fixtures, programmed and operated Eos consoles and QLab, organized equipment inventory.

Theater Design

Position	Show	Supervisor	Location	Year
Asst. Media Engineer	People, Places, Things	Meixin Yu, Media Engineer	Carnegie Mellon University	2026
Asst. Media Designer	Fool for Love	Brenda Cai, Media Designer	Carnegie Mellon University	2026
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	2025
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	2024
Projection Designer	Indecent	Sara Rademacher, Director	UC Santa Barbara	2024
Projection Designer	Starmites	Brent Ramirez, Director	California Lutheran University	2024
Assoc. Lighting Designer	Everybody's Favorite Mothers	Michael Klaers, Lighting Designer	UC Santa Barbara	2024
Asst. Lighting Designer	Ring of Fire	Greg Mitchell, Lighting Designer	Ensemble Theatre Company	2023
Lighting Intern	Don Giovanni	Azra King-Abadi, Asst. Lighting Designer	LA Opera	2023
Lighting Assistant	Our Dear Dead Drug Lord	Azra King-Abadi, Lighting Designer	Kirk Douglas Theatre	2023
Asst. Lighting Designer	The Last Days of Judas Iscariot	Azra King-Abadi, Lighting Designer	UC Santa Barbara	2023
Lighting Programmer	Sound and Smoke	Meredith Venture, Concert Director	UC Santa Barbara	2023
Assoc. Lighting Designer	She Wolf	Michael Klaers, Lighting Designer	UC Santa Barbara	2023
Lighting Designer	DOUBLE2	William Huffaker, Production Director	UC Santa Barbara	2023
Lighting & Projection Designer	Roe	Red Patterson, Director	California Lutheran University	2022
Asst. Projection Designer	A Medusa Thread	Nick Santiago, Projection Designer	UC Santa Barbara	2022
Asst. Lighting Designer	The 25th Annual Putnam...	Vickie J. Scott, Lighting Designer	UC Santa Barbara	2022
Lighting Assistant	Wolf Songs	Greg Mitchell, Lighting Designer	Orpheus Project	2022
Asst. Projection Designer	Spectral Frequencies	Corwin Evans, Projection Designer	UC Santa Barbara	2022
Lighting Programmer	The Seagull	Michael Klaers, Lighting Designer	UC Santa Barbara	2021

Art

Media Design, Projection Mapping
Sculpture and Video
Interactive Media and Video
Pixel and Projection Mapping

IllumiNITE, Muckenthaler Cultural Center
Santa Barbara Center for Art, Science, and Technology
Error 404, UC Santa Barbara Glass Box Gallery
CSU Summer Arts, CSU Fresno

December 2025
November 2023
February 2023
July 2022

Skills

Media: Photoshop, After Effects, QLab, Pixera, Madmapper, TouchDesigner

Lighting: ETC Eos, Capture, Lightwright, ETC Mosaic

Software: Unity (C#), Unreal Engine, Java (Processing), Python, Javascript, HTML, CSS, Pascal (Vectorscript)

Drafting/Fabrication: Vectorworks, AutoCAD, Fusion360, Solidworks, Blender, 3D Printing, Laser Cutting, Basic Electronics