

ERIC MARCHETTA

Scenic & Themed Entertainment Design

CONTACT

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EDUCATION

2010 - 2013
SUNY AT PURCHASE COLLEGE
BFA in Theatre Design/Technology,
concentration in Scenic Design

2009
PRATT INSTITUTE
Major in Architecture

DESIGN INTERESTS

Live Entertainment & Parades
Scenic, Costume & Lighting Design
Attraction Design & Theme Parks
Architecture & Interior Design
Graphic Design & Typography

AWARDS & NOMINATIONS

2015
PAPER MILL PLAYHOUSE
RIISING STAR AWARD NOMINATION:
OUTSTANDING SCENIC ACHIEVEMENT
Sophisticated Ladies

SOFTWARE

Autodesk AutoCAD & Revit
Adobe Photoshop & Illustrator
CorelCAD & CorelDraw
Microsoft Office
Bluebeam
Sketchup (Working Knowledge)
Rhinoceros (Working Knowledge)

REFERENCES

Nicola Rossini
Sr. Technical Program Manager
AOA
sherideschaos@gmail.com
424-234-6700

Rick Pomer
Head of Creative
verb.
rick@pickaverb.com
201-240-8678

Anka Lupes
Scenic & Costume Designer
Regional & International Theatre
anka@ankalupes.com
646-701-1525

PROFESSIONAL EXPERIENCE

● THEATRE SCENIC DESIGN - FREELANCE DESIGNER (MAY 2013 - PRESENT):

Creative design lead, and visionary responsible for developing the aesthetic and functionality of all theatrical scenic elements throughout the design process. Initially conduct script analysis and image research, then develop sketches, renderings and ground plans for Director's blocking purposes. Continue by developing design drawings in AutoCAD, and create scaled color elevations for paint shop. During load-in and tech rehearsals, collaborate with the Lighting Designer and Director on scene transitions and execute additional notes before opening night. Attend all production and milestone meetings, as well as scene shop visits throughout the build and paint process for fabrication and color supervision. Designed productions for Vanguard Theatre Company in NJ, Ocala Civic Theatre in FL, various theatres in NYC, as well as competitive award-winning high school theatre programs, and theatres abroad.

HIGHLIGHTED PROJECTS:

Spring Awakening [In Production]
Into the Breeches!
Rent
Next to Normal
Sophisticated Ladies

Vanguard Theatre Company [Opening In] June 2023
Ocala Civic Theatre January 2023
Vanguard Theatre Company July 2022
Vanguard Theatre Company October 2022
Union High School Performing Arts Company March 2015

● NASSAL - TECHNICAL DESIGNER (JANUARY 2022 - SEPTEMBER 2022):

Technical Designer responsible for developing Revit drawing packages of preliminary scope for overall restaurant, restroom, and retail program for an unannounced themed land for future Universal's Epic Universe theme park. Lead efforts in creating fabrication shop drawing packages per creative design for Universal's Great Movie Escape: Back to the Future at CityWalk, Orlando. Drawings were of technical solutions for show ceilings, and scenic props for the experience. Created cut files for CNC and determined materials, and hardware for fabrication.

HIGHLIGHTED PROJECTS:

Universal's Great Movie Escape: BTTF
Universal's Epic Universe

Nassal/Universal Orlando February 2022 - April 2022
Nassal/Universal Creative May 2022 - September 2022

● UNIVERSAL CREATIVE - ASSOCIATE SHOW SET DESIGNER (OCT. 2017 - SEPT. 2019):

Designer responsible for creating show set packages in blue sky, concept, and schematic design phases for future Universal's Epic Universe theme park in Orlando. Developed concepts and story ideas for attractions and area development through hand sketching, AutoCAD, and Photoshop. Detailed multiple views of scenic elements for several scenes within an attraction, and adapted existing designs from other existing international Universal Parks & Resorts properties for new domestic theme park in Orlando.

HIGHLIGHTED PROJECTS:

Universal's Epic Universe
(Unannounced IP Land)
(Unannounced IP Attraction)
Super Nintendo World

Universal Creative October 2017 - October 2018
Universal Creative November 2018 - May 2019
Universal Creative June 2019
Universal Creative July 2019 - September 2019

● MACY'S PARADE STUDIO - ENTERTAINMENT DESIGNER (MARCH 2015 - JULY 2017):

Designer responsible for developing concepts, and design & fabrication drawings for floats and balloons in Macy's Thanksgiving Day Parade and other projects. Concept designs executed through grayscale and color renderings, and additional responsibilities included making physical scaled models of floats and drawings for balloon model sculptures. Collaborated with Universal Entertainment Art & Design and designed balloons for seasonal events. Provided additional support and coordination for Macy's Flower Shows in NYC and Chicago flagship stores through detailed design and fabrication drawings, scene shop approvals, and on-site load-ins. Assisted in scenic art as well.

HIGHLIGHTED PROJECTS:

Universal's Holiday Parade Ft. Macy's
Macy's Thanksgiving Day Parade
Macy's Flower Show: NYC & Chicago

Macy's Parade Studio/Universal Orlando 2016 - 2017
Macy's Parade Studio March 2015 - July 2017
Macy's Parade Studio March 2015 - July 2017

● KADAN PRODUCTIONS - PROJECT MANAGER (JUNE 2013 - MARCH 2014):

Responsible for ensuring creative design remained within budget and schedule constraints for show elements and scenery for NYC Fashion Week shows with Tommy Hilfiger, Armani, Hermes, Chanel, Dion Lee, other designer brands and special events. Created estimate and bid packages, and developed detailed scenic fabrication drawings in AutoCAD. Oversaw quality and accuracy of scenery construction with shop foreman, and responsible for all equipment necessary for on-site assembly. Assisted in scenic art for fashion shows as well.

● DAVID GALLO DESIGN - DESIGN INTERN (MAY 2012 - JULY 2012):

Built scaled theatre set models for Broadway and regional musicals and plays. Responsible for meeting notes and organizing research documents. Attended meetings and shop visits with design team leads.