

# STEPHEN MENARD

## SCENIC, COSTUME, and GRAPHIC DESIGNER FOR LIVE ENTERTAINMENT

Full Portfolio: [www.stephenmenarddesign.com](http://www.stephenmenarddesign.com)

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## SUMMARY

Production Designer and Art Director for Live Entertainment and Themed Events committed to crafting visually impactful environments for audiences of all ages. Experienced in developing imaginative, story driven encounters that immerse audiences and guests through all senses which ultimately serve a single creative throughline. Dedicated to furthering expansion and growth of creative opportunity and skills both artistically and technically in order to bring the best version of these stories to life.

## SELECTED EXPERIENCES

### ART DIRECTOR

Warner Bros. Entertainment X Jersey Jack Pinball

(The Wizarding World of Harry Potter™)(12/24-03/25)

- conceptualized closely with client, Producer, Director of Photography, and other team members to craft and design the artistic narrative, story, and world for commercial shoot
- designed and produced story boards, visual research, color/texture palettes, sketches, design drawings, 3D models, technical drawings, renderings, budget sheets, purchasing lists, and production schedules for creative team to carry out design
- collaborated and managed a team of multiple artists throughout the entire process to ultimately carry out final product
- adapted design throughout the production process to accommodate changes in direction, venue, and budget, whilst still maintaining the artistic vision and integrity of the design

### FREELANCE SCENIC DESIGNER

Self-Employed (11/16-Present)

- thoroughly analyze script/written material for key story elements that will ultimately build the world for guests to experience
- intensely collaborates with key members of the creative team to produce a cohesive and grounded end product that houses the story and creative vision
- designs and produces visual research, color/texture palettes, sketches, 3D models, technical drawings, renderings, budgets, purchasing lists, and schedules for creative team to carry out design
- monitors and collaborates with shops, tech crews, and artisans to ensure the physical production of design is carried out correctly and efficiently
- understands the fast nature of the design process and can adapt design to accommodate budget, venue, client, and timeline, while still serving the story and creative vision of the project
- participates in technical rehearsals and processes to ensure the final product for audiences is "show ready" and running smoothly for all performances and runs of show

To protect the digital privacy and safety of others,  
references are available upon request.

## EDUCATION

Masters of Fine Arts: Theatre  
(Scenic and Costume Design)  
University of Florida  
Gainesville, FL (05/2026)

Bachelor of Science: Theatre  
(Scenic and Costume Design)  
Illinois State University  
Bloomington Normal, IL  
(05/2023)

## SKILLS

- Concept Research & Development
- 3D Modeling
- (Digital & Physical) Technical Drafting
- Presentation Design
- Storyboarding
- Advanced Illustration & Rendering
- Graphic Design
- Project/Budget Management
- Scenic Painting
- Fabric and Textile Knowledge
- Machine/Hand Sewing
- Laser and Mechanical Cutting
- (Cricut Family & CNC)
- 3D Printing
- (PLA, Resin, Flexible & Wood Filaments)
- AI Integration

## SOFTWARES

- AutoCAD (Advanced)
- Shapr3D (Advanced)
- Procreate (Advanced)
- Adobe Creative Suite ((Photoshop, Illustrator, Fresco, Express (Advanced))
- Microsoft Office Suite (Advanced)
- D5 Render (Beginner)
- Nomad Sculpt (Advanced)
- Rhino (Beginner)
- Revit (Beginner)