

# ALEX PANDJIRIS

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## SUMMARY

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With over 15 years of experience in scenic and architectural design and fabrication, I have designed and executed large-scale projects through all phases of design from initial concept to installation. I lead teams in producing fabrication drawings, create 3D models, program CNC files, collaborate with clients, and actively manage fabrication. As a Local 44 member, I rely on my hands-on construction experience in creating fabrication designs and drawings that are easy to use and bridge the gap between design and construction. I enjoy design challenges, like those I recently had on Obi-Wan.

## EXPERIENCE

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### **Obi Wan Kenobi, Quantum Leap, For All Mankind, American Ninja Warrior**, Los Angeles, CA

Digital Foreman, January 2021-Present

- Collaborated with foremen in developing artists' concept designs into 3D digital construction models in Rhino
- Created construction drawings, programmed cut files for CNC, and operated CNC machine
- Modeled artist design intent to produce 3D printing files for use in detailed set assemblies

### **Goodnight & Co. and Object Construction**, Los Angeles, CA

Technical Director/Manager of Production, January 2019-December 2020

- Worked with clients to create buildable, on-budget productions from their design intent
- 3D modeled designs, created easy to use production drawings and CNC files
- Managed production; developed and managed production schedules; purchased and monitored budgets for projects; allocated labor to tasks; supervised shop foreman, drafters, and CNC operators

### **Scenario Design and Construction**, Los Angeles, CA

Senior Technical Designer, Star Wars Land, 2016-December 2018

- Led a team of seven designers in all aspects of design for \$55 million Disney Star Wars Land expansion
- Presented fabrication models and drawings to Disney creative and technical leadership for production approval
- Trained new designers, developed workflows, standards, processes, and scheduling systems for use by designers
- Oversaw fabrication to guarantee design intent was achieved; provided support to install team
- Coordinated with Disney technical disciplines to meet design intent and ensure proper alignment with BIM model

### **Thinkwell Group**, Los Angeles, CA

Head of Design Department, 2014-2016

- Led and mentored 20+ designers in creating digital models and drawing packages for theme parks and guest experiences for Warner Bros, Universal, Google, Lionsgate, Smithsonian, NBA, NFL, and Nickelodeon
- Designed and conducted intensive 30-day training program in Beijing for 10 new designers to establish office
- Reviewed and approved drawings produced across Thinkwell to maintain a consistent benchmark of quality; allocated and forecasted department project staffing needs and provided staffing estimates for new projects

### **Lexington Design + Fabrication**, Los Angeles, CA

Lead Designer & Electronics Fabricator, 2011-2014

- Led a team of technical drafters in creating digital models, fabrication drawings, and renderings for theme parks and guest experiences including Disney's World of Avatar, Universal's Harry Potter, and Disney's Cars Land
- Designed, fabricated and installed show action elements for Wizarding World of Harry Potter, Lilo and Stitch, Franklin Institute, Fox Sports, ESPN Sports Center, Museum of Math, and Discovery Cube Science Center

## EDUCATION

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**UCLA Graduate School of Architecture**, Master of Architecture (M.Arch), June 2011

- *Europe Studio*: one of ten selected to attend 3M-sponsored traveling studio on new building technologies
- *Global Architecture Brigades*: designed and constructed a house in rural Panama
- *Advanced Sculpture Coursework*: metal, fiberglass, mold making, carpentry, rapid prototyping, CNC milling

**Oberlin College**, B.A., Economics, Student Body President, *Magna Cum Laude*, *Phi Beta Kappa*, May 2001

## TECHNICAL SKILLS

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Rhino (3D Modeling), Enroute (CNC software), Aspire/VCarve (CNC software), CNC Programming/Operator, AutoCAD, Revit (BIM), NavisWorks, SolidWorks, Navisworks, SketchUp, Arduino, Electronics, LEDs, 3D Printing

## SELECTED PROJECTS

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Quantum Leap, Fabrication Design

Obi Wan Kenobi, Fabrication Design, CNC

For All Mankind, Fabrication Design, CNC

Childish Gambino and Google Pixel 3 at Coachella, Fabrication Design, Production Management

Star Trek: Picard, Fabrication Design, CNC

Game of Talents, Fabrication Design

Star Wars Land, Disneyland and Disneyworld, Fabrication Design

The Hunters, 3D Modeling/Printing File Preparation

Cars Land, Disney's California Adventure Park, Fabrication Design

Wizarding World of Harry Potter, Universal Studios Florida, Fabrication Design

The World of Avatar, Disney's Animal Kingdom, Fabrication Design

Despicable Me, Universal Studios Hollywood, Fabrication Design and Electronics

Lilo & Stitch, Tokyo Disney, Fabrication Design

Jennifer Lopez, Latin American Billboard Awards, Fabrication Design, Electronics Programming

Game of Games, The Ellen Show, Fabrication Design, Electronics Programming

ESPN SportsCenter Set, Fabrication and Installation

Curb Your Enthusiasm, Fabrication Design, Electronics Programming

Warner Brothers World, Abu Dhabi, Design Development and Management