

ALEX PANDJIRIS

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SUMMARY

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 machines, collaborate with clients, and actively manage fabrication. After working in themed entertainment for 10+ years, I joined Local 44 and gained experience in tv and film. My hands-on construction experience means my fabrication designs and drawings are buildable and bridge the gap between design and construction. I enjoy working with artists and clients, and embrace challenges like the upcoming Mandalorian film

EXPERIENCE

Mandalorian, Obi Wan Kenobi, Quantum Leap, For All Mankind, American Ninja Warrior, Los Angeles, CA
Digital Foreman, January 2021-Present

- Collaborated with foremen in developing art department designs into 3D detailed construction models in Rhino
- Created construction drawings, programmed and operated CNC machines
- Produced models for 3D printing and ran 3D printers

Object Construction, Los Angeles, CA

Technical Director/Manager of Production, January 2019-January 2021

- Worked with clients to create buildable, on-budget productions from their design intent
- 3D modeled designs, created easy to use production drawings and programmed CNC machines
- Managed in-shop and on-site 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, March 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

- Collaborated with clients in creating 3D 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

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

Rhino (3D Modeling), Enroute (CNC Software), Aspire/VCarve (CNC software), AutoCAD, Revit (BIM), NavisWorks, SolidWorks, SketchUp, Arduino (Electronics and Interactives programming), LEDs, 3D Printing, Digital Renderings

SELECTED PROJECTS

Mandalorian, Fabrication Design, Construction Drawings, and CNC

Quantum Leap, Fabrication Design, Construction Drawings and Management

Obi Wan Kenobi, Fabrication Design, Construction Drawings, and CNC

For All Mankind, Fabrication Design, CNC, and 3D Printing

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

Star Trek: Picard, Fabrication Design and CNC

Warner Brothers World, Abu Dhabi, Show Set Design Development and Management

Star Wars Land, Disneyland and Disneyworld, Fabrication Design and Construction Drawings

Cars Land, Disney's California Adventure Park, Fabrication Design and Construction Drawings

Wizarding World of Harry Potter, Universal Studios Florida, Fabrication Design and Construction Drawings

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

Despicable Me, Universal Studios Hollywood, Fabrication Design and Electronics

Lilo & Stitch, Tokyo Disney, Fabrication Design and Construction Drawings

The Hunters, 3D Printing and Fabrication Design

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

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

ESPN SportsCenter Set, Electronics Fabrication and Installation