

MIRANDA FRIEL

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EDUCATION

UC SAN DIEGO Scenic Design - Theatre	Class of 2021, MFA
BROWN UNIVERSITY Theatre Arts and Performance Studies	Class of 2015.5, BA magna cum laude

SCENIC DESIGN

Production	Venue	Year	Director
Midsummer (a virtual performance)	UCSD Virtual Theatre	2021	Patricia McGregor
Heap (a virtual performance)	UCSD Virtual Theatre	2021	Colette Robert
Orestes 2.0	UCSD Potiker Theatre	2020	Joseph Hendel
The Underground: Dance	UCSD Potiker Theatre	2020	Marcos Duran
Calafia at Liberty	WoW Festival, Liberty Station	2019	Juliana Kleist-Méndez
The Gradient	UCSD Shank Theatre	2019	Steph Del Rosso
An Iliad (co-design with Nick Ponting)	UCSD Arthur Wagner Theatre	2019	Juliana Kleist-Méndez
winterWORKS dance concert	UCSD Mandell Weiss Forum	2019	Eric Geiger
In the Heights	Brown University Theatre	2017	Sarah dAngelo
The Red Paint	Brown University Theatre	2015	Nika Salazar
La casa de Bernarda Alba	Production Workshop, Brown University	2015	Sam Keamy-Minor
Heist Play	Brown University Theatre	2014	Skylar Fox

ASSISTANT AND ASSOCIATE SCENIC DESIGN

Production	Venue	Year	Designer
Mother Russia (assistant)	La Jolla Playhouse	2022 anticipated	Robert Brill
Loch Ness (associate)	Merry Go Round at the Finger Lakes	2019	Paul Tate DePoo III

PROPS DESIGN

Props Designer and Props Artisan – Adirondack Theatre Festival	May-Aug 2017
Props Designer and Props Artisan – Brown University	2016-2018

GRAPHIC DESIGN

Graphic Designer – UCSD Department of Theatre and Dance, Promotions Department	Sept. 2018-present
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SCENIC PAINTING

Scenic Artist – Old Globe Theatre San Diego	May-Sept. 2019
Charge Scenic Artist – Adirondack Theatre Festival	May-Aug. 2017 and 2018
Scenic Artist – Brown/Trinity MFA program	October 2017-May 2018
Scenic Artist – Trinity Repertory Company	May 2016-May 2018
•Also assisted resident Set Designer Michael McGarty at Trinity; constructed and painted scale models.	
Theatre Technical Assistant and Painter – Brown University	Jan. 2014-May 2016
•Constructed (light hang/focus, carpentry, paint) and struck mainstage shows. Maintained design studio.	
Assistant Scenic Artist – Music Circus Sacramento	May-Aug. 2015 (also interned in 2012)

ADDITIONAL SKILLS AND AWARDS:

Technical Skills: Adobe Creative Suite (extensive experience with Photoshop and Illustrator, proficiency with AfterEffects and Premiere), Vectorworks, Sketch-Up, AutoCAD, lasercutting, scale model making, graphic design, photoediting, Cinema4D, website building and content experience (CMS/WYSIWYG - very minimal coding).

Artistic Skills: Scenic painting techniques and faux finishes (brick, stone, wood, decay etc.), color matching, drop sizing and painting, stencil design, sign painting, carpentry, sculpting, upholstery, puppet making, illustration.

Miscellaneous Skills: Valid driver's license.

Awards: Award for Academic Excellence in Theatre (Brown, 2016), Award for Theatrical Design (Brown, 2016), Zonta Club of New York's Dorothy Stickney Theatre Arts Scholarship (2016).