

- > 973.342.4619
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# Corey Eisenberg

[ Fabrication Manager - Interactive Scenery & Events ]

## Statement

Scenic designer and craftsman specializing in events, exhibitions, media, and retail, with fabrication experience spanning the entire production process; possessing a proven unique understanding of how to transform concepts into deliverable environments with greater efficiency. Combines a hands-on skillset in both traditional and digitally-assisted processes broadening the capability to develop techniques and direct teams through varying design challenges and opportunities for invention.

## Capabilities

### Technical Skills

#### Drafting & Design

- > adept in Rhino 7 + V-Ray, Blender, ZBrush, Adobe CC, technical drafting

#### Fabrication & Construction

- > highly capable woodworker, sculptor/carver, bodywork and fiberglass
- > capable MIG welder, CNC operator, moldmaker, motion mechanic

#### Paint & Finish

- > talented muralist, sign painter, faux-stone/wood/age, HVLP spray application, airbrush, plasterer, commercial & residential contracting

### Soft Skills

#### Execution & Delivery

- > proven ability with cross-functional collaboration between creative production teams that achieve project goals and ensures alignment with client vision
- > extensive material/technical knowledge with cost control & time management
- > skilled in client concept development and translation into actionable plans, effectively leading team members through production processes and resolutions.

## Experience

### Emursive Productions \_ nyc

Scenic Arts Team Supervisor, Life & Trust // nov 2023 - july 2024

- > worked alongside the scenic charge and theatrical designer developing samples, techniques, and instruction for the 109-set, 80,000sqft production
- > communicated and executed painting tasks to a 10-15 member team, ensuring quality finishes and adherence to design specifications.
- > specialized in faux-stone, sign painting, and mural reproduction

### IATSE Local USA 829 \_ nyc

Journeyman Scenic Artist // june 2022 - present

- > previous productions: only murders in the building, isle of the dead, american horror story, the front room

Auxiliary Scenic Artist // sep 2019 - june 2022

- > previous productions: improbable valentine, cat person, happiness for beginners, past lives, the marvelous mrs. maisel, starling, bruised, search party

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## Experience

### Creative Freelancer \_ nyc

Scenic Designer, Muralist, Sculptor // jan 2018 - present

- > past projects include: google, facebook, aol, nike running, rakuten, simple mobile vice, hbo, errol morris, sanctuary ('22), the westside theater, the kitchen, etc.

### Standard Transmission Productions \_ nyc

Scenic Designer, Lead Sculptor // june 2017 - mar 2019

- > managed the model shop, developing techniques & creating optimized workflow
- > successfully integrated computer aided sculpting/cnc processes into operations
- > lead teams of 4-12 fabricators on experiential environments including the Macy's Herald Sq christmas windows two consecutive holiday seasons
- > sourced products and materials from local & international vendors to assist in prototyping, research & development, & concept execution

### Edison Projects \_ nyc

Scenic Designer, Environmental Modeler // jan 2017 - apr 2018

- > developed projects from concepts determined in client meetings, to design renders/elevations for approval, to shop drawings for fabrication team
- > managed project installations in various cities throughout the US, sourcing local contractors and ensuring compliance with state/city codes

### Milestone Outdoor \_ nyc

Billboard, Mural, & Sign Painter // sep 2016 - june 2018

### Art Rise \_ savannah

Project Coordinator // sep 2014 - dec 2015, apr 2016 - jul 2016

- > worked with local art institutions, businesses, and community leaders to create programs and community events, involving them as paid sponsors
- > collaborated with city cultural committees and local volunteers
- > partnered with image hosting platform GIPHY in creating the first international art festival celebrating the .GIF, debuting at Telfair Museum's PULSE art + tech

### HEXBUG \_ garland, tx

Toy & Package Design Intern // jan 2016 - apr 2016

## Education

### Savannah College of Art & Design

BFA Illustration, minor- Advertising & Branding, 2015

### School of Visual Arts

Cont. Ed. programs in Brand Identity/Marketing, Painting, & Ceramics

### IATSE Officer Institute

Strategic Planning