

Marc Tiberis II

Technical Director
Theatrical Designer

Profile

Radically collaborative Technical Director and Designer with over 9 years of experience in the theatrical industry. Committed to the education and growth of student theatre artists as the future of the community. Immersive and innovative theatrical designer that pushes the limits of what design can do to support the art of theatre.

Experience

Co-Founder & Head of Production and Design | OUT LOUD

June 2012 - PRESENT, Providence, RI

Oversees and manages all technical and design aspects of the company, from set design/drafting and construction, to potential technical and design hires, electrical installs, and building of properties. Works collaboratively with the entire OUT LOUD Ensemble to ensure a smoothly run season.

Technical Director | Brown/Trinity MFA Program

August 2019 - March 2020, Providence, RI

Head of the scenic department for the production wing of the graduate school. Created budgets, construction plans, overhire lists, managed the scene shop, and constructed the scenic elements for all main stage productions. Worked with designers, directors, and production managers to ensure the accurate and safe construction of all scenic elements and designs. Managed crews of up to 8 people.

Assistant Technical Director | URI Theatre Department

August 2017-March 2020, Kingston, RI

Working directly under the Technical Director to ensure the construction and completion of all technical aspects of 4 main stage productions per season. Assisting in managing the scene shop on a daily basis. Working with designers to execute their designs. Working with students to teach technical and safety skills needed to become a theatrical scenic carpenter.

Scenic Carpenter | Ocean State Theatre Company

June 2016 -June 2017, Warwick, RI

Constructed all 8 main stage productions for the 2016-2017 season. Worked both independently and with a group to bring full scenic designs to fruition. Worked closely with the Scenic Carpentry Apprentice to teach and guide them throughout their time with the company. Constructed all pieces from reading draftings created by the Technical Director.

Freelance Lighting and Scenic Designer

June 2012 - PRESENT, Rhode Island and Massachusetts

Working as a lighting and scenic designer at theaters such as, The White Heron Theatre, The GAMM Theatre: GSI, Second Story Theatre, The Wilbury Group, Elemental Theatre, The University of Rhode Island: Kingston and Providence, Beacon Charter High School, and TAPA School.

Carpenter and Electrician

January 2013 - November 2018, Rhode Island

Worked in the Rhode Island Theatre Community as an overhire carpenter and electrician, at theaters such as Trinity Repertory Company, The GAMM Theatre, and Second Story Theatre.

Intro to Theatre Instructor | URI Theatre Department

January 2012 - May 2014, Kingston, Rhode Island

Taught an introductory theatre general education course that culminated in a full length theatrical production. Worked with each student on acting and design techniques and skills throughout the semester. The class size ranged from 25-50 students.

Education

The University of Rhode Island / Bachelor of Fine Arts

September 2010 - May 2014, Kingston, RI

Graduated Magna Cum Laude. First student designer of a main stage production in 8 years. Acting concentrate while also focusing heavily on technical theatre and directing.

Skills

AutoCAD | Vectorworks | Google Sketchup | Hand Drafting | Time Management Skills | Communication Skills | Collaborative Leadership | Ives Training Scissor Lift Familiarization

References