# PHILIP STORRS

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A design leader with 20 years of experience directing multi-disciplinary teams from concept drawing to project delivery, I empower colleagues toward productive outcomes through iterative work, playtesting solutions, and deliberate mentorship. My career spans the fields of entertainment, engineering, education, and most recently aerospace, where I’ve efficiently managed both people and projects, designing within timeline and resource constraints in high-growth organizations. I am seeking an opportunity to advance a team of experiential design creatives in pushing boundaries, taking risks, and solving unconventional problems.

# WORK EXPERIENCE

## ABL Space Systems 2022-2024

#### Senior Designer, Site Designer, Lead Drafter El Segundo, CA

* Aligned stakeholders through modeling and real-time rendering to accelerate timelines and lower overhead
* Generated PDR-level designs for various US government spaceports including Cape Canaveral (CCSFS LC-46, LC-15), Vandenberg (576e, LC-8, LC-9, LC-11) and Kennedy Space Center (LC-48N)
* Developed models, renderings and build plans for manufacturing and workspace expansions. Leveraged AI to apply Six Sigma principles to factory layout
* Established company drafting standards for external communication, reality capture protocols, and point-cloud analysis BMPs using Leica Geosystems BLK360, Register360+, and Cyclone 3DR
* Oversaw design deployments at Mojave Air & Space Port Test sites 3, 15 & 17, Pacific Spaceport Complex - Alaska Pad 3C (F1 & F2)
* Partnered with Business Development using data-accurate visualization of ABL assets to win $60m 2023 STRATFI contract

## Object Construction 2021 - 2022

#### Technical Director Los Angeles, CA

* Led a team of three technical designers and 40-person shop staff, providing end-to-end project leadership, quality control for all deliverables, and OSHA compliance in production facilities and install venues
* Drove design development decisions for immersive environments, activations, experiential marketing, B2B, B2C, events and launches
* Directed technical fabrication for all carpenters, CNC operators, painters, sculptors, riggers, and tech integration specialists
* Oversaw QA/QC of technical documentation to brand standards to ensure continuity, accuracy, and grow client trust
* Independently managed multiple overlapping $1m+ projects of 30-60 day durations with an average of ~$5m in sales and delivery over six months, including work orders, changes in scope, and integration with relevant lighting, audio, video, 5-axis milling, AV teams, show control systems, and haptic design

### Notable Projects BUDGET DURATION

Facebook Mini-Main Street (Activation), NY/LA/Houston $350k 21-day

Stranger Things Official Store, NY/LA $825k 60-day

Doodles at SXSW $750k 40-day

RayBan at Coachella $450k 25-day

SandboxVR Store Launch $2.5m 120-day

Skyy Vodka (Activation) $1.2m 40-day

Nat Geo, King Tut DC & Boston $850K 60-day

## Crossroads School for Arts & Sciences 2016 - 2021

#### Scenic Designer & Technical Director Santa Monica, CA

* Generated scenic design concept art and 3D renderings for 15 theatrical productions and produced shop-ready draft documents for 45 productions, including all scenery, props, carpentry, welding, plastics, draperies, and greens
* Oversaw installation and integration of sound, projection, and lighting design in 200-seat theater. Managed two shop assistants and all outside vendors
* Led design consultants' redesign of $80m performing arts complex through concept, technical requirements, and OSHA compliance
* Assessed and renovated shop space for maximum production and storage efficiency, providing O&M for all tools, materials, and show control systems (ETC, Allen & Heath GLD, Q-Lab, and QSC array)
* Taught courses in Design & Engineering and Technical Theater. Instructed students through the Stanford D-School process of design emphasizing iterative design, rapid prototyping, and failing with purpose!

## Windward School 2015 - 2016

#### Designer & Theater Consultant Los Angeles, CA

* Provided design concepts and professional consultation to school administration for $8m theater renovation and education building capital project
* Generated scenic design concept art, 3D renderings, and build plans for 4 theatrical productions and guided administration in hiring a Production Manager

## Geosyntec Consultants 2012 - 2015

#### Designer Los Angeles, CA

* Bridged technical and aesthetic objectives on multiple $3m+ projects to ensure internal alignment and build trust with clients
* Developed 3D models and visualization for clients including LADWP, LAWA, Metabolic Studios, City of Los Angeles, ATA Engineering, and multiple SME cases.
* Provided daily plan review, redline, and compliance-checking for AEC projects. Elevated marketing strategy through visualization to put Geosyntec ahead of much larger firms.

### Featured Projects, Technical Design and Development

* $20m LA Water Wheel project by Metabolic Studios
* LA Stormwater Master Plan
* LA State Historic Park

# EARLY CAREER

Prototyping and fabrication at The Scenic Route in Los Angeles launched my career in the entertainment business and inspired me to pursue graduate studies in scenic design. While at UCLA School of Theater, Film, & Television, I taught AutoCAD and coordinated lab students in the shop. This led to a role as Production Design Supervisor, managing all facets of the design and build process at the American Musical and Dramatic Academy, and further teaching appointments at AMDA, UCLA, LA City College, USC, and Azusa Pacific University as a professor for graduate and undergraduate courses in AutoCAD, 3ds Max, and Scenic & Production Design.

# EDUCATION AND CERTIFICATIONS

M.F.A. Design. UCLA, Los Angeles School of Theater, Film & Television

B.A. Media Communications Bethel University, St. Paul MN

Autodesk Certified Instructor, 2014 - 2024

Leica HDSU 2023, 40 hours training: BLK 360, Register 360, Cyclone 3DR

AutoCAD & 3ds Max Certified Professional, Revit Fundamentals Certification

# SOFTWARE & SKILLS

**Working Knowledge:** NX, Blender, Technical Data Analysis, Substance, Compositing, Unreal Engine

**Proficient**: Revit, MS-office, G-Suite, Vray, Filterforge, Management, Typography, Reality Capture, Point-Cloud Data, Lidar, Cyclone 3DR, Prototyping, Strategic Planning, Sketching, UVW Mapping, Shaders

**Exemplary**: Design, Fabrication, French, AutoCAD, 3ds Max, Adobe CC, Carpentry, Physical Modeling, 3D Modeling, Digital Design, Visual Design, Team Communication, Design Thinking, Conceptual Design, Technical Design, Register 360+, Leica BLK360 G2, 3D Visualization, Rendering, Technical Drawing