

# Grace Korsmo

## Personalia

**Naam:** Grace Korsmo  
**Geboortedatum:** 26-12-1999  
**Nationaliteit:** American  
**Rijbewijs:** American (Automatic)

## Contact

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## Opleidingen

**University of Florida, Gainesville FL**  
*August 2018 - December 2021*  
Theatre Production, Bachelor of Fine Arts  
Emphasis in Scenic Design  
Digital Arts and Sciences, Minor

## Vaardigheden

- Microsoft Suite experience
- Technical drafting using AutoCAD and Vectorworks
- Scenery construction (rigging, pneumatic tools, saws, hand tools)
- Problem solving in fast paced environments
- Lighting design and programming with ETC software
- Google Calendar and spreadsheet enthusiast
- Leadership and public speaking
- Adobe Suite (Photoshop, AfterEffects)
- Scenic painting and large scale color mixing
- Scale model building and texturing
- 3D Modeling using SketchUp, Maya, and Cinema4D
- Animation using Maya and Cinema 4D

## Talenkennis

**Engels**  
Fluent, Mother language

**Nederlands**  
A1 Certificate  
Currently Enrolled in an A2 Course

## Gerelateerde Deelname

Themed Entertainment Assoc. Member

## Gerelateerde Ervaring

### Assistant Production Manager

#### Rose Quarter, Portland OR

*January 2021 - Present*

- Act as main production point-of-contact for tour personnel, partners, suppliers, and subcontractors, ensuring smooth collaborations and successful events.
- Supervise event production load-in (installation), show, and load out process on location, overseeing 50+ stagehands per event.
- Organize and complete pre-event tasks according to priority; including CAD drawings, labor and equipment costs, and schedules.
- Manage budget and payroll for all billing for labor and rentals.
- Maintain safety and efficiency in the technical and labor aspects of event production, both during events and daily operation.

### Executive Producer

#### TEDxUF 2022 Conference “Solstice”, University of Florida

*May 2021 - December 2021*

- Advised and assisted all teams in executing a cohesive design for new and existing projects in line with the TEDx identity and brand.
- Created and integrated Production Team into TEDxUF to provide needed theatrical and entertainment support throughout process, adding 6 new positions to the team.

### Scenic Designer

#### UF School of Theatre and Dance “Agbedidi”

*August 2021 - December 2021*

- Developed cohesive scenic designs based on storytelling and choreography from 5 different choreographers, oversaw execution of design during the process.
- Advised and assisted scenic shop in construction and execution of main scenic elements, including material sourcing, scenic painting, and construction.
- Presented concepts from initial sketches to final design, inspiring and connecting the dancers and creative team to the world of the dance.

### Team Captain

#### Toronto Metropolitan University Thrill Design Competition

*September 2019 - May 2020*

- 1st Place, Attraction Design Challenge
- Coordinated and directed 9 team members to unite technical and artistic elements, encouraging collaboration between the various disciplines.
- Created 4 presentations of original attractions, using innovative technical elements, concept artwork, storytelling, and organized delivery.
- Developed new concepts for existing attractions and immersive environments.
- Created multi-media concept elements to explain design in presentations to industry professionals

### Concept Design Team Captain

#### Gator Theme Park Engineering and Design Club, UF

*August 2020 - December 2020*

- Founded Concept Design Team within club to foster innovative collaboration rooted in storytelling and design for existing and new concepts
- Coached 3 student teams on creating a themed design concept that was presented to industry professionals
- Taught and facilitated discussions about aspects of entertainment design during weekly meetings with 20 consistent participants.