

Vinny Pilone

Lighting Designer and Software Developer

Work Experience

June 2024 - August 2024	Art and Design Intern <i>Image Engineering, Curtis Bay, MD</i> <ul style="list-style-type: none">Trained in a variety of production pipelines including lasers, lighting, and pyrotechnicsAssisted in events including pyrotechnics, lasers, and conferences
February 2024 - Current	Stage Crew <i>Bryce Jordan Center, State College, PA</i>
July 2023 - Current	Playmaker at the Lego Discovery Center (Seasonal) <i>Merlin Entertainments Group Ltd., Alexandria, VA</i> <ul style="list-style-type: none">Operate trackless dark ride and various activity stationsWork with children and support their imaginations and creativity
June 2022 - May 2023	Game Guide (Seasonal) <i>The Escape Game, Washington, DC</i>

Education

August 2021 - May 2025	B.F.A Theatre Design and Technology - Lighting (Expected) <i>The Pennsylvania State University, University Park, PA</i>
August 2021 - May 2025	B.S. Computer Science (Expected) <i>The Pennsylvania State University, University Park, PA</i>

Affiliations & Accomplishments Recent Theatrical Work

Oliver Smith Award for Excellence in Design and Production 2023	<u>Position</u> <i>Lighting Designer</i>	<u>Show</u> <i>How to Succeed in Business Without Really Trying</i>	<u>Director</u> <i>Chris Campbell</i>
Digital Media Group (2023 - Current)			
Penn State Dean's List (2021 - Current)	Associate Lighting Designer	<i>Sweeney Todd</i>	Zack Steele
USITT Member (2021 - Current)	Lighting Designer	<i>Hit the Wall</i>	Rob Schneider
Penn State THON 2022 Volunteer			
BSA Eagle Scout			

Other Skills

Java Programming (Advanced), Theatrical Lighting Design (Advanced), Leadership, AWS, Git, C Programming, Python Programming, C++ Programming, OpenGL (Basic), Pytorch, 3D Modeling, Blender, Visual Studio Code, Photoshop, Vectorworks, CPR Certified, MA2, MA3, Procreate, Blender