

**FROST SIMULA**  
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## **Entertainment Designer, Engineer, & Builder**

### **OBJECTIVE**

To maximize my various technical and creative skills by excelling as a designer for theater, film, media, and the entertainment industry. Also, to implement my drafting and design education, utilize my understanding of effective construction methods, and employ my experience as a professional in the industry.

### **QUALIFICATIONS**

Few professionals would be considered valuable without experience. I have an excellent history of design experience, recommendations from previous employers, and I have proven that I have the motivation to work independently in a freelance environment.

Self-motivation, leadership, and good communication are required to make any project effective. I always take personal interest in every project, setting goals and deadlines. Some of my best work is done under pressure, with several specifics, and accomplished with the cooperation of others.

Among my most prominent attributes is my attention to detail. All of my work is extremely detailed, from the quality and creativity in my construction methods to the clarity of my technical drawings and renderings.

### **EDUCATION**

*Bemidji State University*  
1500 Birchmont Dr. NE  
Bemidji, MN 56601-2699

#### **Fields of Study:**

- *General*
- *Graphic Arts*
- *Technical Theater*
- *Model Building*

*Hennepin Technical College*

900 Brooklyn Blvd.  
Brooklyn Park, MN

#### **Fields of Study:**

- *Mechanical Drafting*
- *Laser Technology*
- *Fluid Power*

### **SKILLS**

- Set design and construction
- Prop design and construction
- Physical effects design and construction
- Foam sculpting
- Miniature effects model building
- Scene painting/dressing
- Experienced with *Windows™*, *Macintosh™*, and *UNIX™* operating systems.
- Proficient with *Autodesk AutoCAD™*, *HPME10™*, *IPDS™*, and a variety of CNC CAM interfaces.
- Proficient with a very wide range of graphic, video, web, and OOP programming technologies.
- *Microsoft™ Certified Solutions Developer (MCSD)* with C++ & Internet Solutions

## **EMPLOYMENT**

Through an extensive industry network, I remain employed full-time as a freelance designer, carpenter, electrician, and stagehand. Some of my employers include:

- **Guthrie Theater** Minneapolis, MN
- **Children's Theater** Minneapolis, MN
- **Footcandles** Minneapolis, MN
- **Atomic Props** Oakdale, MN
- **Art-Tech** Minneapolis, MN
- **Industrial Artisans** Minneapolis, MN
- **Chanhassen Dinner Theaters** Chanhassen, MN
- **History Theater** St. Paul, MN
- **Theater in the Round** Minneapolis, MN
- **Ballet of the Dolls** Minneapolis, MN
- **Heritage Theater** Maplewood, MN
- **Edgewood Dinner Theater** Cannon Falls, MN
- **Plymouth Westside Players** Plymouth, MN
- **First Avenue Night Club** Minneapolis, MN
- **CONvergence** Minneapolis, MN
- **Landroval Studios** Roseville, MN
- **Last Call Studios** Minneapolis, MN
- **Sargeant Films** Minneapolis, MN
- **Lucidus Productions** Minneapolis, MN
- **Vanderclef Productions** Minneapolis, MN
- **Hairpin Films** Minneapolis, MN

## **AWARDS & RECOGNITIONS**

- *BSA Eagle Scout.*
- Citizenship Award, presented by the *National Exchange Club*, 1989.
- Recognized for Outstanding Community Service by *Youth Service Network* of Illinois, 1989.
- Chosen to represent *Hennepin Technical College* in Mechanical Drafting in the *VICA Skill Olympics*, Minnesota Chapter, in 1992 and 1993.
- 2nd Place Winner of the *1992 VICA Skill Olympics*, Minnesota Chapter, in Mechanical Drafting.
- Recognized for Academic Excellence in Technical Theater, 1993.
- 1st Place Winner of the *Minnesota State One Act Competition*, 1993, in Technical Theater.
- Winner of the *National Film Challenge 2007*, for Best Production Design.

References and full production listing available upon request.