

rshales2@illinois.edu



Raven-shales.com

### **EDUCATION**

BFA (In Progress) in Scenic **Technology** University of Illinois in Urbana Champaign 2021-Present

## SKILLS/TRAINING

**Advanced Carpentry** General Metalworking Pneumatic Tools Experience MIG Welding Water Jet Cutting Creative Conner's Experience Spike Mark 4 Proficiency AutoCAD 2D/3D Experience Counterweight Rigging Chain Motors Experience Genie Trained Structures Training **OSHA 10 Certified HAZWOPER 24 Certified** CPR/First Aid Certified **Excel Spreadsheet** Canva Experience

Adobe Acrobat **Universal Design Practices** 

Team Management Adaptability and Flexibility Complex Problem Solving

**Conflict Resolution** Technical writing Leadership **Public Speaking** 

Attention to Detail

Valid Drivers License COVID-19 Vaccinated

Retired IL State EMT Certification

OSHA 30 in progress

ACLS certification in progress CPR/First aid instructor certification in progress

### **REFERENCES**

Available upon request

# **RAVEN SHALES**

Technical Direction Safety Managment Accessibility Consultant

# **Experience**

2025-Present

Technical Director/Accesibility Consultant

Urbana Free Library - Fairy Tale Ball

Technical Director for a non-profit event put on yearly to raise money for the Urbana free Library. Significant budget and environmental restraints to this project. Also consulting with the library about accessible design improvements that can be made to the library.

2024 Technical Director

Illinois High School Theatre Fest

Technical Director of the Coldwell Playhouse at the Krannert Center for performing arts. Managed the load in/out and run of six shows from multiple schools over the course of 3 days.

2024 Technician

North America Theatre Engineering Architecture Conference

Technician running public speaker presentation

Public Speaker/Consultant

North America Theatre Engineering Architecture Conference

Spoke in small groups about my accessible and universal design as it pertains to building ADA+ compliant theatre spaces for both audience members and technicians.

2023-Present

Consultan

Accessibility consulting with UIUC Campus professionals

Was a part of a four-person team that designed a machine based off of the prompt of "Guess who". Designed to lift a panel with a specfic amount of force. Our group won Overall Design and Proposal.

2024

Team Leader

Purdue Stage Machine Design Competition Winner

Was a part of a three-person team that designed a stage dumbwaiter elevator. Needed to meet specific requirements for weight lifting and could use no motors or automation.

2023-2024

Technical Director

### Rise of Arturo UI

Managed a production with a large flying tent in a space with limited grid space to share between departments. Designed and managed multiple pulley systems, an automated tent and several pneumatic kabuki drops. Also managed drafting and plating of units, budgeting and calendaring.

2023

Assistant Technical Director

Wild Party

Assisted the production of the show working directly with the TD to ensure a smooth process. Assisted in managing leadership, drafting set components, carpentry, and organization/management. My main focus was a custom modular ramp unit to be used for this production and for future ones.

2023

**Head Carpenter** 

### The Royale

Helped construct several automated scenic units including a boxing ring, traveling walls, windows, and a bell unit. Assisted in setting up and reeving several Creative Connors motors and winches. Coordinated and problem-solved for automation and rigging during the production run.

2023

Purdue Stage Machine Design Competition Winner

Was a part of a four-person team that designed a machine based off of the prompt of "Guess who". Designed to lift a panel with a specfic amount of force. Our group won Overall Design and Proposal.

2023

**Automation Operator** 

Illinois High School Theatre Fest

Assisted in setting up an automation demonstration. Ran Spike Mark 4 for the duration of the festival and assisted in answering student questions.

2022 Head Carpenter

#### Revolutionist

Constructed several platform units, assisted in load-in, and remained present during the show run to troubleshoot scenic problems.

Sweat

Assisted in the build of a large custom bar unit as well as other smaller elements.