

NICHOLAS SASANO

(949)-302-7107

nicholasgsasano@gmail.com

[LinkedIn](#)

[nicholassasano.com](#)

Scenic designer focused on immersive environments, visual storytelling, and technical design development for live entertainment and themed experiences. Actively translating creative concepts into clear drawings, 3D models, and construction-ready documentation while collaborating across creative and technical teams. Passionate about design processes that balance narrative intent, spatial clarity, and build feasibility.

EXPERIENCE

CALIFORNIA INSTITUTE OF THE ARTS

Santa Clarita, CA

Scenic Designer (CalArts Graduate Stage)

Nov 2025 – May 2026

- Serving as one of three scenic designers on a Graduate Stage production, contributing to concept development, CAD drafting, and 3D modeling.
- Producing ground plans, elevations, sections, and detailed scenic drawings in AutoCAD to support fabrication and installation.
- Building AutoCAD 3D models to explore staging, spatial relationships, and construction feasibility.
- Collaborating closely with technical directors, lighting, sound, and production teams to ensure coordination.

Scenic Designer (The Bald Soprano)

Aug 2025 - Nov 2025

- Leading of the scenic design process from initial concept through technical drafting, fabrication, and installation.
- Developing of complete CAD drawing packages including ground plans and elevations.
- Creation of AutoCAD 3D models and digital layouts to support pre-visualization and production planning.
- Working closely with shop and technical staff to ensure accuracy, build feasibility, and clarity during installation.

Scenic Designer (Dracula: A Comedy of Terrors)

Feb 2025 - April 2025

- Developing of AutoCAD drafting sets, elevations, and sections to support scenic construction.
- Creation of 3D SketchUp models to visualize spatial flow, sightlines, and performer movement.
- Collaborating cross-departmentally to coordinate scenic integration with lighting, sound, and staging.

Lead Production Designer, Main Stage Scenic Designer (Halloween 2024: Twisted Treasures)

May - Nov 2024

- Leading of design documentation and visual development for a multi-space immersive entertainment experience.
- Production of drawings, 3D models, and scenic layouts supporting fabrication and installation.
- Coordinating across creative, production, and technical teams to maintain cohesive storytelling and spatial design.
- Supporting of field installation to ensure alignment between drawings and final build.

THE SCENIC ROUTE

Pacoima, CA

Seasonal Scenic Carpenter

July - August 2025

- Interpreting of technical drawings and CAD layouts to fabricate and assemble scenic elements.
- Support of installation, shop coordination, and field modifications, reinforcing design-to-build workflows.

SIX FLAGS MAGIC MOUNTAIN

Santa Clarita, CA

Entertainment Technician (Fright Fest & Holiday in the Park)

Sep - Nov 2023

- Assisting with installation, repair, and documentation of scenic and themed show environments.
- Performing field inspections and daily checks of live entertainment spaces.
- Gaining of operational insight into theme park entertainment infrastructure and show systems.

EDUCATION

• California Institute of the Arts, School of Theater
Bachelor of Fine Arts, Experience Design & Production Program

Santa Clarita, CA
2022 - Present

• Orange County School of the Arts,
Film & Television Conservatory

Santa Ana CA
2018 - 2022

SKILLS

Softwares: • AutoCAD • Adobe Photoshop • Illustrator • InDesign • Procreate • SketchUp • Fusion 360 • Twinmotion
• Lightroom • Microsoft Office

Technical: • Scenic Design • Immersive Environments • Concept Art • Hand Illustration • Digital Painting • Visual Research
• Color Studies • Scenic Treatments • Storyboarding • Graphic Design • Scenic Drafting • 3D Modeling (Scale & Spatial)
• Production Documentation • Pre-Visualization • Installation Support • Creative Communication • Cross-Disciplinary
Coordination • Team Collaboration • Time Management • Adaptability • Attention to Detail