

J. William Davis

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Career Objectives

I am interested in further pursuing a career in stage design. I believe that good design, based on a creative interpretation of the author's ideas, fosters a richer theatrical performance. I bring extensive experience in design and management, developed as an architect and graphic designer, to scenic and costume design for the theatre.

Educational Experience

I studied theatre set and costume design on the post-graduate Motley Theatre Design Course in London. During the programme I designed clothing and settings, in association with professional directors, for six productions for theatres throughout the UK. This work included theatre recces, period design research, storyboarding, building 1:25 scale model boxes, creating technical drawings and the preparation of costume sketches. In addition to the design projects I participated in classes in history of theatre and clothing, life drawing, scenic painting, clothes construction, fabric dyeing and painting, technical drawing and a mask workshop.

My architectural education consisted of five years of intensive design studios and technical courses at Syracuse University School of Architecture including a semester spent in Florence, Italy. I graduated top of my class.

Skills and Experience

Theatre Design

I have created set and costume designs for a range of different scale and type of productions. I have worked on projects for larger venues such as *Death in Venice* for the Glyndebourne Festival Opera and *Anyone Can Whistle* at the Roundhouse as well as shows for smaller more intimate venues. Currently I am designing a new musical based on E.T.A. Hoffman's story *Master Flea* as well as a production of Lope de Vega's *Punishment Without Revenge*. Recently I created the designs for William Finn's *Falsettos* in Chicago. Previously I designed, built scenery and created costumes for Camus' *The Just* for the White Bear Theatre in London. I am currently redesigning this show for a West End transfer. I designed the sets and costumes as well as made the clothes and props for the 2008 Chortle award nominated musical *Psister Psycho* for the Babybelly Theatre at the Edinburgh Festival; this was filmed and broadcast as part of BBC 3's *Comedy Shuffle* programme. I designed projections and graphics for *Songs of Innocence and Experience, a Celebration of the 250th Anniversary of William Blake's Birth*, at London's St John's Waterloo Church and at Exeter Cathedral.

I participated in development workshops with playwright J. Parkes and drama students from the East 15 Acting School for the creation of the children's play *Tales of Aviation Heroes*. Last autumn a sixth form student gained work study experience by assisting me at the White Bear Theatre on *The Just*. I have worked on site specific and touring productions including *Godspell* for performances in various Chicago city parks. I was the production and costume designer on the film *The Death Certificate*.

I worked closely with the British scenic designer Peter J. Davidson to create plans, sections, elevations and details for the stage version of Disney's *Aladdin*. I successfully provided computer translation services between AutoCAD, Microstation and Vector Works CAD programs. With the scenic and architectural designer Mark Fisher I developed concepts for the *Muse Ship*, a floating entertainment, culture, and education venue, which will dock in various ports around the world. In New York I built sets for the WPA theatre; for the Wooster Group I produced hand-drawn technical drawings for their touring production of *The Temptation of Saint Anthony*.

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Graphic Design

In my own consultancy agency, Xalapeños Designs, I have developed a range of creative graphic solutions for clients. These have included complete corporate identities, letterheads, logos, websites and signage. I have produced material for events and parties including invitations and decorations. I have completed editorial and design work for two architectural monographs on the designs of the firm of Kohn Pedersen Fox; one book examines European work while the second illustrates this firm's global practice.

I successfully competed to produce the winning design for a stained glass window for Equity theatre union's 75th anniversary. In November 2007 the completed window was unveiled at the Mechanics' Institute in Manchester. I have recently submitted designs for the Diesel Wall urban art competition for sites in Manchester, Barcelona, New York City and Zurich.

Architectural Design

For over fifteen years as an architect, I headed design teams for large scale architectural, urban planning, and interior design projects in Europe, the Middle East and in North America. I consistently excelled, often with severely limited tight schedules, in the creation of presentations for competition entries, and initial concept studies. I developed expertise in the design and management of theatrical, entertainment, leisure, sports, residential, office, retail, transportation and urban redevelopment projects. My responsibilities included nurturing relationships with clients and city officials to properly access and meet their goals and expedite the realisation of their projects. I worked closely with structural, mechanical, acoustical, and lighting consultants to insure thoroughly co-ordinated designs be delivered on budget.

I headed the design teams for two competition entries for temporary theatre spaces for LIFT, London International Festival of Theatre, and for OISTAT, the Organisation Internationale des Scénographes, Techniciens et Architectes de Théâtre. The LIFT New Parliament is designed as a movable performance space to be transported within and formed from recycled shipping containers with a solar energy generating fabric roof and reclaimed timbre supports. The OISTAT floating theatre structure will dock at quaysides at cities around the globe; it will be constructed from a retired sea-going ship.

I acted as the designer for the final exhibition of the 2005 Motley Theatre Design Course at the National Theatre Studio in London creating display areas and multi-media viewing spaces.

Ability to Achieve Objectives and to Motivate Others

I embrace the challenge of setting and achieving goals on budget often within very tight timeframes. Throughout my career I have lead teams ranging in size from one individual up to groups of fifty or more. I enjoy working with young people, including teenage work placement design students, university architecture interns, and drama school actors. I encourage them to learn while testing their preconceptions and stretching their limits. I like introducing individuals to new skills and watching them develop their talents. I am very good at concisely identifying objectives and creating methods for their development

Computer Experience

Throughout my professional life I have utilised computers as a tool for realising my designs and for producing the documentation for their implementation. I have provided training to students and other designers in the use of many programs and electronic document management. I am very experienced in utilising AutoCAD and Microstation for both 2D drafting and 3D modelling animation and rendering. I am fully experienced with standard Microsoft Office applications - Word, Excel and PowerPoint - along with graphic and publishing programs such as Paint Shop Pro, Photoshop, Illustrator, Dreamweaver, Flash QuarkXpress and InDesign.

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Education

Motley Theatre Design Course 2004 – 2005 London www.motleytheatredesign.co.uk
Post Graduate Scenic and Costume Design Program

Syracuse University 1980 - 1985 Syracuse, NY and Florence soa.syr.edu
Bachelor of Architecture cum laude

Central Saint Martins 2004 London www.csm.arts.ac.uk
Figure Drawing for Fashion

Royal Academy of Dramatic Arts 2002 London www.rada.org/dss02
Set Design and Scenic Techniques

City Lit 1997 London
Set and Costume Design Course

New School 1989 New York City
Set Design Course

Professional Experience

Scenic and Costume Design 1997 to Present London and New York www.jwilliamdavis.com

Theatre, Cinematic and Television Productions and Projects

- Falsettos 2008
- Master Flea 2008
- Punishment Without Revenge 2008
- The Just 2007 - 2008
- Psister Psycho 2007
- Songs of Innocence and Experience 2007
- The Death Certificate 2007
- Godspell 2006
- Urinetown 2006
- Death in Venice 2005
- Anna Project 2005
- Tales of Aviation Heroes 2005
- Six Characters in Search of an Author 2005
- Macbeth 2005
- The Miser 2004
- Riders to the Sea 2004
- Anyone Can Whistle 2004
- Assassins 2004
- Anthony and Cleopatra 2003
- Camino Real 1997

Theatre Design Assistance and Set Construction

- Peter J. Davidson 2002 [www.peterjdavidson.com](http://www.peterj davidson.com)
CAD drawings for Disney's musical *Aladdin*.
- Mark Fisher Studios 2002 www.stufish.com
Design of *Muse Ship* entertainment project.
- WPA Theatre 1987 – 1989 New York
Set construction for *Just Say No* and other shows.
- The Wooster Group 1987 www.thewoostergroup.org
Drawings for *The Temptation of Saint Anthony*.

Design Competitions and Publications

- Diesel Wall urban art competition 2008
Zurich, Manchester, NYC, Barcelona.
- Equity stained glass window 2007
Winning entry is now installed in Manchester.
- OISTAT Prague 2007
Floating travelling theatre design.
- L'Atelier du Language - Francais 4e 2007
Hateir Publication of costume illustrations.
- LIFT New Parliament 2006
Theatre space design.

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Xalapeños Designs 2001 to Present London www.xalapenos.com

My consultancy firm has undertaken a variety of graphic design projects including:

- KPF Architects 2002 - 2007 www.kpf.com
In-house book editor for two monographs.
- Fit Veracruz 2006
Healthclub corporate identity and signage.
- Phoenix Publishing 2005
PowerPoint presentations.
- Ultimate Foie Gras 2007 www.ultimatefoiegras.co.uk
Online retail website and brochure design.
- Space Working 2004
Graphics and Website for Arups engineering.
- Nicole Polonsky, Artist 2004
Product design graphics for Jerry's Homestores.

KPF – Kohn Pedersen Fox 1986 to 2001 New York and London www.kpf.com

Senior Associate Design Partner

I was the lead architect for over thirty architecture, interior and urban design projects, ranging from 800m² up to over 1,000,000m², in Europe, Asia and North America including:

- Glasgow Harbour Glasgow 1998 - 2001
Two mile long riverfront redevelopment.
- Bur Juman Centre Dubai 1998 - 2001
Theatre, retail, leisure, residences offices.
- Almeira Poort Amsterdam 1997 - 2001
Urban design for new town centre.
- ADIA Abu Dhabi 1997 - 2000
40 storey bank headquarters.
- Bank Śląski Katowice, Poland 1993 - 1997
Headquarters complex.
- Dresden University Laboratory Dresden 1992
Biology labs and classroom facility.
- Thames Court London 1992 - 1995
Offices and stock market trading floors.
- Heron Tower II New York City 1987 - 1989
25 storey office tower.
- Mainzer Lanstraße 58 Frankfurt 1986 -1992
60 storey office tower with wintergarden.
- 311 South Wacker Drive Chicago 1985 - 1986
75 storey office tower.

Achievements

I have earned a number of awards and citations for my designs:

- Chortle Comedy Award 2008
Nominated for Best Full Show
- Equity Stained Glass Window 2007
Competition Winner.
- Civic Trust Award 2000
Thames Court.
- Architectural Competition Winner 1998
Bur Juman Centre.
- Architectural Competition Winner 1997
ADIA Headquarters.
- Architectural Competition Winner 1989
Victoria London Development.
- Architectural Competition Winner 1987
Mainzer Lanstraße 58.
- Progressive Architecture Magazine Award 1988
Mainzer Lanstraße 58.
- AIA Certificate of Excellence 1985
Syracuse University School of Architecture.
- Eagle Scout 1979
Boy Scouts of America.

Professional Status

I am a member of Equity, The Society of British Theatre Designers and The Association of British Theatre Technicians. I am a Registered Architect in New York. I am also a Reader at the British Library where I conduct research on my projects.

Personal Status

I am citizen of the USA with permanent residency and work permits in the UK.

References

Available upon request.