

SEAN BYRUM LEO

<http://seanbyrumleo.com>

he/him/his

sean.b.leo@gmail.com

Brooklyn, NY

EDUCATION

Video and Media Design, MFA

Carnegie Mellon University, 2021

Theater and Performance, BA

Bard College, 2014

GRANTS + AWARDS

Anderson Mentorship Award 2021

Frank-Ratchye Fund for Art @ the Frontier 2021

Residency in your Room 2020

Juried Prize - Studio for Creative Inquiry

Carnegie Mellon University GuSH Grant

TEACHING

Media Design for Digital Performance

Sarah Lawrence College - Faculty Artist
2020 - 2021

Media Design Forum

Carnegie Mellon University - Lead Instructor
2020 - 2021

Stagecraft - Media

Carnegie Mellon University - TA
Prof. Nica Ross 2018 - 2020

Stagecraft - Media

Carnegie Mellon University - TA
Prof. Lawrence Shea - 2019

SKILLS

Creative Direction & Design
Digital Content Creation
Video System Engineering
Projection Mapping
Video Production & Editing
Live Stream Broadcasting
Digital Technical Direction
Event Producing

SOFTWARE SKILLS

TouchDesigner
Adobe Creative Suite
Millumin
OBS Studio
Qlab
Modul8
OSC Networking
NDI

Experience with:
Disguise-D3, Blender, Processing,
p5*JS, Arduino

I create work that is deeply rooted in storytelling, and investigates the use of media and technology as a visual narrative tool.

MEDIA DESIGN

Led creative direction and design of digital screens and projected content for theatrical productions. Collaborated with various creative teams to ensure cohesion across designs departments. Work has been seen off-broadway, regionally, and streaming online.

The Chief

Pittsburgh Public Theater
Pittsburgh, PA | Oct 2021

Only an Octave Apart

St. Ann's Warehouse
New York, NY | Oct 2021

Blue

Michigan Opera Theater
Detroit, MI | Sept 2021

I Hope They Haunt You

CMU Drama
Pittsburgh, PA | May 2021 | Virtual

A/B Machines

Philadelphia Fringe Festival
Oct 2020 | Virtual

Memory Habit

CMU Drama
Pittsburgh, PA | Feb 2020

MEDIA ENGINEER

Plan, develop and install custom Video systems to fulfill the needs of the creative team and Media Designer. Coordinate with other production staff, and lead crew to ensure a safe and efficient installation for productions.

Everybody

CMU Drama
Pittsburgh, PA | Feb 2021 | Virtual

The Dance Floor ...

CMU Drama
Pittsburgh, PA | Nov 2019

Acquanetta

Fisher Center for the Performing arts
Annandale-on-Hudson, NY | July 2020

CREATIVE PRODUCING

Oversee and manage logistics of a project's development and execution; creative, contractual and financial. Coordinating between artists, production staff, and audiences for successful events.

Festival Producer

FGP Festival

New Ohio Theater
New York, NY | Feb 2018 - April 2018

Project Coordinator

Freehand Art Commission

Freehand Hotel
New York, NY | July 2017 - July 2018

Associate Producer

Prelude 2017

Martin E. Segal Center
New York, NY | Sept 2017 - Oct 2017

Associate

CATCH Performance Series

Various Venues
New York, NY | 2015 - 2017

Audience Services Manager

COIL Festival

Performance Space 122
New York, NY | Sept 2015 - June 2017

Using archival photo and video, designed content for 360 degrees of viewing to underscore the stories and celebrations of Pittsburgh Steelers founder Art Rooney.

Associate Creative Director - Installed, maintained and operated media system to run live online broadcasts with Jeff Sugg, and Simon Harding.

Associate - Operated Remote PTZ camera's and assisted as apart of Joshua Higgason's Media design.

Designed and composited 18 remote performers navigating an interwoven story across 3 eras, using a custom media system capable of real-time effects.

Created a digital design language emulating scrapbook collages inspired by Andy Warhol's writings, building into an exploded presentation of identity.

Used the internet as performative source of content, allowing stage performers to react and comment on and summon images as storytelling aides.

Developed a custom media system capable of compositing live remote performers for live-stream performances.

Designed and installed media system, with 360 radial mapping and floor projection using 6 projectors for an immersive production.

Installed and maintained digital and analog media system, with 14 CRT monitors and wirelessly transmitted live video.

Fresh Ground Pepper's 2 week festival of performances in development. Managed Artist and Technician's contracts, ticket sales, and venue logistics. Oversaw 12 days of programming and events featuring over 44 artists.

Managed artists contracts, scheduling, accommodations and payments c to paint murals in 300+ hotel rooms. Coordinated with various stakeholders throughout the development process.

Managed artist contracts, scheduling, and venue logistics for a 3-day festival of work in development by NYC performance makers.

Assisted in technical setup, production and documentation of various artists presenting work in a monthly showcase of Performance work.

Box Office operations and Venue management for annual 2 week festival across NYC. Hired and managed a staff of 20+ part-time house and box office managers.