# Jordan S. Peterson

Scenic & Production Designer

Portfolio: www.jordanscottpeterson.com
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Phone: +1 (208) 569-5884
Willing to Relocate


## Highlighted Work Experience

Production Designer - Vertical Drama, Freeholds Films, July 2026

**Department Lead:** Managed all art department tasks independently, including tracking budgets, wandering through prop rental houses, inventory tracking, transportation, set dressing, daily paperwork for all physical assets, and returns at the end.
**Fast-Paced Execution:** Sourced sets and props within a 4-day prep window and supported an aggressive 9-day quick-turn production (averaging 12-14 pages a day), with an emphasis on multiple setups for coverage, ending with a 1-day wrap.
**On-Set Agility:** Anticipated real-time production needs by collaborating directly with the director and producers, utilizing a comprehensive on-set art kit for last minute changes in location and in the script.

Assistant Scenic Designer - Studio Bound PTE Limited, Singapore (Remote) May 2026 - June 2026

**Concept Development:** Collaborated remotely across global time zones with the lead designer to conceptualize and pitch set pieces and props for a large-scale international venue in the early development phase.
**Digital Rendering:** Composited and rendered high-quality concept art using Adobe Photoshop for client-facing presentation decks.
**Technical Drafting:** 3D Modeled and drafted approved designs in Vectorworks to send to the technical directors and fabricators.

Spatial Design Intern - The Performance Arcade, Wellington, New Zealand Jan 2026 - Feb 2026

**Site Planning:** Drafted a to-scale site plan of the placements for 23 shipping containers filled with performance art activations and live performances on the Wellington Waterfront for the 40,000+ people who experienced the event
**On-Site Management:** Directed the load-in and site markup, translating plans into chalk markings adapting to environmental conditions.

Studio Manager - Michele Dunker Interior Design, Logan, Utah Jan 2025 - Jun 2025

**Project Management:** Coordinated communications and logistics among our Designer, vendors, contractors, and clients for multi-million dollar residential and corporate projects.
**Vendor Procurement:** Managed the procurement process, tracking purchase orders, reviewing invoices and quotes, sourcing sample materials, coordinating shipments, and maintaining inventory across projects and our retail space.
**Client Relations:** Prepared presentation decks for the Lead Interior Designer, delivered weekly status reports with clients.

Freelance Scenic Designer - Various Companies, United States 2023 - Current

**Script-to-Stage Execution**: Led set designs from initial script analysis through technical drafting, fabrication, tech week, and opening night.
**Scenic Rendering & Visuals**: Developed visual references, mood boards, and model boxes, then used Adobe Photoshop to create renderings to communicate the scenic concept, emotional tone, and architectural structure.
**Ground Plans & Elevations**: Drafted and rendered ground plans and 3D models using Vectorworks and SketchUp, prioritizing actor safety, sightlines, and building clarity for scene shops.

## Selected Skills

**Software:** SketchUp, LayOut, Vectorworks, V-Ray, Adobe Creative Suite (Photoshop, Illustrator, Premiere Pro), Google Workspace (G Suite), Slack, Microsoft Office Suite
**Technical Skills:** Spatial Design, 3D Modeling & Rendering, Drafting, Prop Making, Scenic Carpentry, Set Dressing, Prop and Material Sourcing, Visual Composition, Strike and Breakdown, Real-Time Troubleshooting, Mockups and Sketches, Site Logistics, On-Set Etiquette.
**Soft Skills:** Creative Problem Solving, Strong Communication skills, Attention to Detail, Organization and Documentation, Team Collaboration, Project and Time Management, Multitasking, Proactive Self-starter.

## Education

Bachelor of Fine Arts in Theatre Education (K-12) – Utah State University 2021 - 2024
Minor: Multimedia Development

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## Credits

### Film & Art Department:

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|---|---|---|---|---|
| Production Designer | Untitled Feature (NDA) | Vertical Drama | Freeholds Films | 2026 |
| Prop Master | TRIAGE | Student Film | Lucas Giles, Producer | 2025 |
| Set Dresser | *A Distant Voice* | Indie Short Film | Hayden Smith, Producer/Director | 2025 |
| Set Dresser | *One in the Chamber* | Indie Short Film | Counterweight Studios | 2021 |
| Prop Maker | *Smile* | Student Short Film | Counterweight Studios | 2019 |

### Theatre Scenic Design:

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|---|---|---|---|---|
| Scenic Designer | Scalia/Ginsburg: The Opera | Utah Festival Opera | Josh Shaw, Director | 2026 |
| Scenic Designer | Trial by Jury | Utah Festival Opera | Josh Shaw, Director | 2026 |
| Scenic Designer | *The Last Five Years* | Utah Festival Opera | Suzan Hanson, Director | 2026 |
| Scenic Designer | Mary Poppins | Skyview High School | Jon Rash, Director | 2026 |
| Scenic Designer | *The Hunchback of Notre Dame* | Jerome High School | Samantha Capener, Director | 2026 |
| Scenic Designer | *Peter Pan Jr* | Dare to Dream Theatre | Rachel Thuermer, Director | 2025 |
| Scenic Designer | *A Year with Frog and Toad* | Utah Festival Opera | Vanessa Ballum, Director | 2025 |
| Scenic Designer | *Bright Star* | Lyric Rep (Logan UT) | Eric Van Tielen, Director | 2025 |
| Asst. Scenic Designer | *Don't Let the Pigeon Drive the…* | Salt Lake Acting Co. | Dennis Hassan, Designer | 2024 |
| Scenic Designer | *Disney's Descendants* | Dare to Dream Theatre | Rachel Thuermer, Director | 2024 |
| Asst. Scenic Designer | *Next to Normal* | Exit 7 Players Theatre | Michael Borges, Director | 2024 |
| Scenic Designer | *The Tempest* | Utah State University | Paul Mitri, Director | 2024 |
| Scenic Designer | *It Runs in The Family* | USU Eastern | Corey Ewan, Director | 2023 |

### Puppetry & Props Design:

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| Puppet Builder | *The Tempest* | Utah State University | Dennis Hassan, Puppet Designer | 2024 |
| Puppet Designer | *The Lightning Thief* | Utah Festival Opera | Stefan Espinosa, Director | 2023 |
| Puppet Designer | *A Christmas Carol* | Lyric Rep (Logan UT) | Richie Call, Director | 2022 |
| Puppet Builder | *The Magic Flute* | Utah Festival Opera | Dennis Hassan, Puppet Designer | 2022 |
| Props Designer | *9 to 5* The Musical | Utah State University | Hannah Whorton, Technical Dir. | 2022 |

### Shop & Build Experience:

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|---|---|---|---|---|
| Technical Director | *The Addams Family* | Music Theatre West | Celeste Baillio, Production Manager | 2025 |
| Technical Director | *Shrek: The Musical* | Skyview High School | Jon Rash, Teacher/Director | 2024 |
| Carpenter | (Repertory) | Utah Shakespeare Fest. | Richard Girtain, Production Manager | 2024 |
| Scenic Charge | *It's a Wonderful Life* | Utah State University | Michael Francis, Scenic Designer | 2023 |
| Painter | *Waiting For Lefty* | Utah State University | Amy Critchfield, Technical Dir. | 2023 |
| Painter | *Pussy Riot* | Utah State University | Amy Critchfield, Technical Dir. | 2023 |
| Master Carpenter | (Repertory) | Utah Festival Opera | Brent Innes, Technical Director | 2023 |
| Carpenter | (Repertory) | Utah Festival Opera | Brent Innes, Technical Director | 2022 |
| Painter | *The Moors* | Utah State University | Amy Critchfield, Technical Dir. | 2022 |
| Carpenter | *Miss Bennett…* | Utah State University | Hannah Whorton, Technical Dir. | 2021 |
| Carpenter | *Julius Caesar* | Utah State University | Amy Critchfield, Technical Dir. | 2021 |
| Carpenter | *Little Women* | Univ. of Idaho | Michael Brandt, Technical Dir. | 2019 |

References are available upon request.