

# clare scarpulla

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Oro Valley, AZ

## summary

Clare is a highly creative, versatile and multi-disciplined freelance design professional. Her design career spans 35+ years in a varied assortment of contracted projects ranging from interior architectural designs, for retail, restaurant and corporate office spaces and lobbies to scenery for the entertainment industry. She has an extensive background in film and television out of LA and NY where she held positions such as production designer, art director, scenic designer and senior concept designer for major studio features, the independent film market and architectural themed show design for Universal Studio's theme parks. Recently her entrepreneurial spirit, technical leadership and managerial experience led her to the real estate market, where she forged a partnership business restoring and selling homes for profitable turn-around. Her undergraduate training in architectural interior design and photography, combined with a master's degree in theatrical scenic, lighting & costume design, compels her to seek design projects and current venues to optimize her creative abilities. In a nutshell, Clare is a unique people-oriented visual creative director, inspirational manager and mentor to many, who promotes a positive collaborative work climate.

## objective

Clare's aim is to continue to pursue innovative and creative design, in a variety of high-end applications, where she can make major contributions to their end values, aesthetic integrity and profitability.

## expertise + core competencies

- \* Clare demonstrates strong leadership experience and skills within a broad range of design platforms, from imaginative concept development and pre-planning, through the strategic management of productive and cost effective project execution, including knowledge of current code compliances.
- \* Clare's background and emphasis in theatrical scenic and lighting design champions a unique perspective in the creation of "out of the box" conceptual solutions and in the development of narrative-driven designs for specialized projects and venues.
- \* Clare is well versed in architectural detail finishing. She has excelled at hand-drawn full and reduced scaled construction drafting of period architectural elements and the design of fine craftsmanship, exemplifying quality of design.
- \* Clare has proven design versatility and expertise by way of her extensive knowledge and training in ancient to modern periods of design styles, the history of furnishings, the recognition of quality products and textiles to F F & E selection and appropriation.
- \* Clare has honed a finely-tuned eye for color, composition, scale and aesthetics achieved from many years of experience in her chosen creative fields.

## experience '85 –'22 due to nature of contractual business, not in complete chronological order

### Conley Design Studio, Inc.

#### Interior Design Consultant

FL / NY

Design and concept collaboration on various hospitality projects ranging from retail establishments to boutique restaurants and commercial lobbies. Contribution of aesthetic values, re-configuration of spatial relationships, and color and material coordination enhanced profit margins and popularity of existing spaces. Contribution of unique approaches to design and creative solutions resulted in successful project outcomes and repeat clients.

### Realty Engineering + Design, Inc. w/ clareSdesign

#### Principle Designer + Planner

CA / AZ

Clare partnered in the launching of a residential property renovation business, which purchased and sold real estate for favorable profit. She collaborated with real estate agents and brokers in the selection process of workable properties, for prompt turn-around. Acting as the general contractor along with her partner, she managed budgetary restrictions through the procurement of cost-effective products and materials within cohesive and tasteful design solutions. She devised creative scheduling for re-construction and handled the overall project coordination of sub-contractors within crucial time frames. She compiled working plans and obtained the necessary building permits while adhering to code compliances with local government establishments. Many projects were successfully completed on time and within budget. Utilizing the company name, Clare also re-designed many homeowners properties that underwent overhauls to kitchens and bathrooms, as well as new arrangements of furnishings and color palettes for satisfied customers.

### Universal Studios, Islands of Adventure Project

#### Senior Concept Designer

CA / FL

As senior concept designer for Universal Studios, Clare originated highly marketable and imaginative concepts for exterior attraction facades, street buildings, interior spaces, themed rides and queueing for the "Super Hero Land" Park in FL. She designed the exterior facades and the interior spaces for the "Dr. Doom Alley", the "Fearfall Ride", the "Spiderman" street retail facades and interior retail environments, in addition to key sections of the "Spiderman Show" ride attraction. She coordinated with architects and engineers who were assigned the job of adapting her designs for construction. She directed the technical teams responsible for rendering computer-generated 3D models and architecturally built scaled painted models for presentation. Her design contributions helped to launch a fortuitous theme park.

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## **Feature Film Design through the Motion Picture Studios and the IATSE Art Director's Guild, local 800**

### **Production Designer**

CA / NY (For credits refer to: imdb.com and type in Clare Scarpulla in search bar)

As the production designer, a film's principle visual background artist, Clare created classically designed scenery for films budgeted at the \$3-10 ml. range, which have endured the test of time. By establishing good verbal and visual communication as well as effective collaboration with directors, producers and cinematographers, she achieved complex design concepts in support of script storylines and characterization. She managed the realization of the productions' scenery by directing her art department staff and technical crews through the creative process, involving the scheduling, budgeting, construction and paint detailing, set decoration and prop styling.

## **Feature Film Design through the Motion Picture Studios and the IATSE Art Director's Guild, local 800+847**

### **Art Director + Sr. Scenic Designer**

CA / NY (For credits refer to: imdb.com and type in Clare Scarpulla in search bar)

As the set designer and art director on over 35 upscale "A-list" studio productions, Clare's contribution of imaginative scenic design and implementation was exemplary. The creation of scenery, which consisted of the vast research of period design elements, the coordination of location set alterations and the planning, designing and drawing of scaled lay-outs for studio and on site set construction, in addition to supervision and follow up on construction detailing with designated foremen, were only some of the many industry specialized skills involved in the design process. By furnishing experienced technical ability, resourcefulness and quality of design, Clare retained her job security by procuring these key art department positions in a competitive freelance motion picture industry market.

## **Architectural + Interiors Corporate Offices**

### **Commercial Interior Designer + Space Planner**

NY / Phila.

Clare executed the concept development, pre-planning and design implementation and coordination for a variety of commercial interior environments, including corporate offices and lobbies as well as restaurant, retail and hospitality establishments. Adept at period restoration and space planning as well as in the ability to select and specify quality finishes, furnishings, fabrics, lighting, floor and wall treatments and materials, Clare was instrumental in the organization, communication and collaboration within the firms' support teams and outside vendors involved in the projects' implementations. The outcomes of the projects accomplished their aim and retained their value of design by recognition from the trade.

Interior designer for the following firms:

**Swanke, Hayden & Connell Architects, Inc., NYC**  
**H2L2 Design, Inc., Phila.**

**The Walker Group, Inc., NYC**  
**Ken Parker & Associates, Phila.**

**Frank Colangelo Architecture, Inc., NYC**

## **Off-Broadway + Regional Theatre**

### **Theatrical Scenic Designer**

NYC / CT / MA / LA

Clare designed scenery for various theatrical productions. She effectively provided simple, cost-conscious, minimalist and modern design solutions; thereby maximizing benefits for the success of several dramatic productions at the following companies:

**Mark Taper Forum, LA**  
**Falmouth Playhouse, MA**

**Hudson Theatre, LA**  
**Yale Repertory Theatre, CT**

**La Mama Theatre, NYC**  
**Yale Experimental Theatre, CT**

## **Clare Street Studio**

### **Digital DSLR Photographer**

CA

Clare freelanced as a still photographer for diverse subjects such as on-set unit stills for independent films, portraits for theatrical actors, portrait editorial photography and architectural photography. Her client's recognized the quality of her work, which fulfilled her love for the camera and it's artistic expression.

## **e d u c a t i o n**

**Yale University, School of Drama, New Haven, CT**  
**Drexel University, Westphal College of Design, Phila., PA**  
**Lester Polakov's Studio of Stage Design, NYC**  
**LACC, Los Angeles**

**MFA Major: Scenic Design / Minor: Costume + Lighting Design**  
**BS Architectural Interior Design + Photography**  
**Certif. of Scenic Design**  
**Certif. of Digital Photography**

## **a f f i l i a t i o n s**

**IATSE / ADG, International Association of Theatrical Stage Employees, Local 800 / Art Director's Guild of America, Los Angeles, CA**  
**USA, United Scenic Artists, Local 829, New York, NY**  
**ASID, American Society of Interior Designers, Allied Member, Los Angeles, CA (former member)**

## **s k i l l s**

**Working Usage of:** Adobe Photoshop, Microsoft Office, Hand Sketching, Drawing, Painting + Technical Hand Drafting, Copywriting for Publication, Digital Photography