

PEARL A. HODGES

OBJECTIVE

To design, create, build, and execute work in the myriads of forms and styles I know, while learning and exploring even more, using my strengths to make work that leaves a mark on the world.

PREVIOUS WORK

- | | | |
|--|--------------------------------------|---------------|
| January 2010-Present | La Jolla Country Day School | San Diego, CA |
| <i>Substitute Teacher</i> | | |
| <ul style="list-style-type: none">■ Substitute teacher for art and theater for grades 1-12, and full substitute for all middle and upper school classes. | | |
| June 2010- September 2010 | Jorge Cruise Inc. | San Diego, CA |
| <i>Illustrator</i> | | |
| <ul style="list-style-type: none">■ Created a series of over 50 illustrations for the book 'The Fast Track'.■ Created interior cover Photoshop composite images. | | |
| January 2008 - January 2010 | La Jolla CountryDay School | San Diego, CA |
| <i>Lead Costume Designer and Builder</i> | | |
| <ul style="list-style-type: none">■ Designed and created full cast of costumes for 'Midsummer Night's Dream', including Donkey Mask, Mechanical's Pyramus and Thisby costumes, and ripped clothing transformation for lovers.■ Designed and created full cast of costumes for 'Three Sisters', in a mix of period and modern styling to create a timeless look.■ Designed and created full cast of costumes for 'Merrily we Roll Along', utelizing period and imitation pieces from the 1950s through 1970s.■ Designed and created full cast of costumes for 'The Skin of Our Teeth', creating costumes that merged and crossed the disparate elements of the play, from dinosaurs and mammoths to a 1920s political rally to a nuclear 1960s home and more.■ Other miscellaneous costume and design work for various productions including cake dresses, wolves, gargoyles, and other pieces. | | |
| June 2006-January 2010 | Hodges & Hodges Architects | San Diego, CA |
| <i>Draftsman, Colorist, Photoshop Expert, and Secretarial</i> | | |
| <ul style="list-style-type: none">■ AutoCAD draftsman■ Colorist and Augmenter for digital 3D Models utilizing both Adobe Photoshop and traditional means■ Traditional Model Builder | | |
| Fall 2007 | 'Seven Crimes', Sledgehammer Theater | San Diego, CA |
| <i>Prop Master and Special Effects Artist</i> | | |
| <ul style="list-style-type: none">■ Created working dynamo, Mayan cross, sugar skulls and other props | | |

- Created blood intensive effects including throat cut with razor including spraying blood, heart ripped out of chest, eyelids cut of with Aztec dagger, and more
- Did all shopping and repairs of major and minor props for the run

2005-2006 Costume Shop, UCSC Santa Cruz, CA
Costume Stitcher/Crafter/Builder for Following Productions:

- ‘Cinderella’, Shakespeare Santa Cruz
- ‘Hedda’, Student Directed Production
- ‘Steal Away’, Faculty Directed Production
- ‘Shakes to Go: As You Like It’, Shakespeare Santa Cruz

Fall 2005 Barnstorm, UCSC Santa Cruz, CA
Crew Member for the Barn Theater

- Worked on all fall season productions for the Barn Theater at UCSC
- Set Builder for ‘Picasso at the Lapain Angile’
- Set Designer, Builder, Properties Manager, and Light Board Operator for ‘The Secret Show’
- Set Builder for ‘Nightingale’
- Light Board Operator for ‘FelOCity’

EDUCATION

- 1998-2002 La Jolla High School San Diego, CA
- Graduated with Honors
- 2002-2007 University of California, Santa Cruz Santa Cruz, CA
- B.A. in Theater Arts, focus in Costume Design
 - External Adobe Photoshop and Traditional Arts Training

SKILLS/PROFILE

Computer Programs:

- Adobe Photoshop/Illustrator CS5 – Expert Proficiency
- AutoCAD – Basic Proficiency
- ArchiCAD – Basic Proficiency
- Corel Draw – Intermediate Proficiency
- Microsoft Word, Excel, PowerPoint – Expert Proficiency
- Dreamweaver CS5 – Basic Proficiency

Other:

- Hand Drafting – Intermediate Proficiency
- Sewing – Expert Proficiency
- Soldering – Basic Proficiency
- Sculpting/Modeling – Expert Proficiency
- Model Building – Expert Proficiency
- Strong proficiency in most artistic mediums
- Basic HTML and CSS