



# Chris Steffen

3D Design / Illustration



## PROFILE

After receiving a MFA in Set Design from Pennsylvania State University, Chris worked for Interpublic's Jack Morton World Wide for almost 15 years as both a staff and freelance designer.

As a Senior Environmental Designer for the New York office, Chris led teams designing events all over the world, from Bangalore to Hong Kong to Fayetteville, Arkansas.

His knowledge in the space encompasses a wide range of environment designs primarily for corporate meetings, exhibits, and consumer events.

His experience has made him an expert at both large and small scale event design. Designs for corporate meeting sets can be as intimate as a 100 person leadership meeting or as grand as 15,000 person arena shows. Similarly, his background in Exhibit Design ranges from individual trade show booths to 100,000 square ft. User Conferences. In the work he has done in consumer events, he has been part of two Guinness World Records. He has also designed multiple surprise events in Times Square, the last one involving a full size X Wing Fighter made completely out of Legos.



## CONTACT

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## EXPERIENCE

### ● **FREELANCE** // June 2016 - Present

#### 3D DESIGN & ILLUSTRATION

Design Development from initial concepts through finished renderings  
Execution of 3D Illustrations and renderings  
Flythrough Animations of Environments  
Design Drafting

### ● **JACK MORTON WORLDWIDE** // Oct 2001 - June 2016

#### SENIOR DESIGNER of ENVIRONMENTS

- Lead the concept development and design for multiple programs simultaneously
- Experience designing for corporate events, consumer marketing (retail environment, exhibits, tradeshow)
- Partner with the creative lead to develop solutions to solve client marketing and communication challenges
- Ensure deliverables are in line with the creative across all touch points
- Presentation of visual representation of the creative ideas to client
- Develop concept or idea for scenic or environmental treatment and present/sell idea to client
- Oversee the construction of the set; work with fabrication facilities



## EDUCATION

### ● **MASTER of FINE ARTS** // Sept 1998 - Jun 2001

#### PENNSYLVANIA STATE UNIVERSITY

Received an M.F.A. in Scene Design, with a focus on studio training with practical design experience. Including a strong core education in dramatic literature and theory.

### ● **BACHELOR of FINE ARTS** // Sept 1995 - Jun 1998

#### SOUTHERN OREGON UNIVERSITY

Received an B.F.A. in Theatre with a Concentration in Set Design



## SOFTWARE

CINEMA 4D



PHOTOSHOP



VECTORWORKS



ILLUSTRATOR

