

Kenneth A. Larson
Design, Drafting, & Model Maker
Computer & Traditional

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Summary: 28 years as a Set Designer for the Entertainment Industry. AutoCAD since 1991, including 3D work. Film and non-film, Theme Park, Architecture, Interior Design, trade show. AutoCAD, SketchUp, Photoshop, Rhino, Twinmotion, Illustrator, others. Model Maker. Versatile, experienced, fast, accurate, neat, reliable, self sufficient. Museum volunteer since 1989.

Architecture / Interior Design / Drafting (partial)

2005-2007	Pacific Interior Design Group
2004-2005	Full Circle Interior Design
2001	TDM Architects
1998-1999	R. F. McCann Theatre Architects

Feature / Television / Theme Park Credits (partial):

2023	<i>The Mother</i> - feature reshoots Set Design using AutoCAD & SketchUp Jean-Francois Campeau - Felicity Nove	Netflix
2022	<i>The Company You Keep</i> - Season 1 Set Design using AutoCAD & SketchUp Kevin Bird - Felicity Nove	ABC
2022	<i>All Rise</i> - Season 3 Set Design using AutoCAD & SketchUp Korey Washington - Daniel Lawson / Suzette Ervin	Warner Brothers
2021	<i>Grace and Frankie</i> - Season 7 Set Design using AutoCAD & SketchUp Devorah Herbert, Timothy Kirkpatrick (TK)	Netflix
2019-2020	<i>The Orville</i> - season 3 Set Design using AutoCAD & SketchUp Stephen Lineweaver, Robert Strohmaier	ABC - Fox
2019	<i>Snowfall</i> - season 3 Set Design using AutoCAD Tomas Voth, Timothy Kirkpatrick (TK)	Minim Productions / FX
2018	<i>Barry</i> - season 2 Set Design using AutoCAD Tyler Robinson, Eric Schoonover	HBO
2017-2018	<i>Strange Angel</i> - season 1 Set Design using AutoCAD, SketchUp, Warren Young, Timothy Kirkpatrick (TK)	CBS
2016	<i>Pure Genius</i> - season 1 Set Design using AutoCAD Steven Jordan, Alberto Gonzalez-Reyna	Universal Studios
2015 - 2016	<i>Teen Wolf</i> - seasons 5 & 6 Set Design using AutoCAD Tom Hallbauer, Jasmine Garnet	Cowboy Jack Productions
2011	<i>American Horror Story</i> - Season 1 Set Design using AutoCAD & SketchUp Mark Worthington, Edward L. Rubin	20 th Century Fox ADG Nomination
2008	Golden Oak Ranch Project (GORP) Set Design using AutoCAD Michael Z. Hanan, Jay Vetter, Dan Jennings	ABC
2007-8	<i>Ghost Whisperer</i> - Season 3 (all) & 4 (Ep. 401-408) Set Design using AutoCAD	ABC

2006	Mayling Cheng <i>Sleeper Cell</i> - Season 2 (full season) Set Design using AutoCAD	ShowTime
2005-6	Stephan Marsh, Randy Moore, Timothy Kirkpatrick (TK) <i>invasion</i> - Season 1 (full season) Set Design using AutoCAD	Warner Brothers
2002	Mayling Cheng <i>Borg Encounter</i> (Bremen Space Park) Paramount Studios	Peter Clemens/Jeff Goldstein AutoCAD drafting.
2000	<i>Collateral Damage</i> Traditional Set Design Philip Rosenberg, Mark Fisichella	Warner Brothers
1997	<i>Shrek</i> Set Design for CGI sets using AutoCAD Bill Perkins, James Hegedus	DreamWorks Animation
1996-7	<i>Batman and Robin</i> Set Design for miniatures/VFX using AutoCAD Barbara Ling, Richard Reynolds, James Hegedus	Warner Brothers
1978-1996	Model Maker, Prop Shop, Special Effects, Prop Maker on numerous projects.	

Other Experience (partial):

2014 - present Volunteer: Oakridge Estate
1989-2020 Volunteer: Natural History Museum of Los Angeles County

Education:

1994-1995 California State University, Northridge (CSUN) - Interior Design, BA
1974-1978 Cal Poly, Pomona - Urban Planning, 2 years
1972-1974 Pierce College - Architecture, AA
1990-present Numerous classes in design, computer, art, and film.

Computer Programs:

AutoCAD (proficient since 1991 - 2D & 3D), Photoshop, SketchUp, Rhino, Twinmotion, others. Full kit, all software is licensed. Learning Rhino and Illustrator.

Other Special Skills:

Preceded Set Designer with 18 years experience as Prop Maker specializing in Visual Effects Model Making. Model Making, Photography. Home improvement. Museum Volunteer 30+ years.