



DOM PICKETT

PROP & SET MAKER

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SUMMARY

Head of Prop Making at MEGA Events for the past 2 years after graduating from the Prop Making course at Royal Central in 2021.

Adaptable, reliable and good humored I specialize in more digital aspects of prop making with a keen interest in 3D Printing and modeling. I am able to utilize programs such as AutoCAD and Photoshop to produce high quality pieces, conceptual art and 3D prints.

I have an incredibly wide set of skills obtained from an extensive work history within film, festival, tv, theater and advertising. I am keen to find work which is challenging so I can further broaden my skill set as in the next few years I am keen to establish a prop making company of my own.

EXPERIENCE

Head of Props - Festival of the Dead and The Rock Orchestra – MEGA Events

(August 2021- Present)

- Joined MEGA in order to complete a few touring set pieces which are still in circulation today. I estimate that since conception these set pieces have appeared on stage close to 150 times throughout Europe when they were originally commissioned for 8 shows.
- Large puppets are a big focal point of the shows so I was able to make, customize and paint many full-body puppets for performers to use on the show. Plastazote based, these puppets require constant maintenance so I pride myself on my newfound ability to quick-fix on the fly, especially on the odd chance the upper half snaps in half on the center of the stage during a performance... (please ask me about this...)
- During the downtime between props I became a core member of the touring team. Of course I started as a stagehand moving flight cases but as time progressed my roles ranged from Head of Stage to lighting tech to merch seller of all things. These touring shows are incredibly long and demanding but incredibly rewarding when they're completed.

SKILLS

Specializing in:

CAD and 3D Design

Able to produce schematics and technical drawings on AutoCAD. Can utilize programs such as Sketchup and Photoshop to their full capabilities. Also in the process of learning ZBrush.

Electronics

advanced circuitry via breadboard and Arduino. Able to produce simple circuits quickly and advanced circuits decisively. animatronics enthusiast

Carpentry

High accuracy and clean joins in scenic construction, flats. CNC Trained

Mold Making

Including the training and use of fiberglass, silicone, plaster, alginate, jesmonite,

Sculpting

In oil and water based clay, super sculpey, monster clay.

Proficient in:

Prop Master - Murder for Dummies - [Hyperlink Here](#)

(September 2022- April 2023)

- For the upcoming short series "Murder For Dummies" I worked closely with the director to create and modify the ventriloquist dummies used as the driving force for the show. One of my final university pieces actually was a ventriloquist dummy so working alongside him to envision and create pieces was incredibly fun
- After the dummies were finished, I was then tasked to create/source what amounted to 90% of the props on the show. This included creating props such as a "book bomb", a "crossbow box" and a smashable stunt head.
- In an effort to further my skill set I was also employed on the shoot days as more of a lighting and camera assistant

Prop Maker - Guardians of the Galaxy 3 - DB Props, Shepperton Studios

(April 2021- June 2021)

- Experience wiring and soldering various systems within weapons and armor. Mold making and casing various props with different kinds of materials to produce different finishes.
- Key experience working as part of a team and following instructions in order to produce pieces of a high quality and consistency.
- High pressure environment with fast paced prop turnovers allows for efficient production of pieces

Draughtsman/Carpenter - Doctor Who: Time Fracture - Illusion Design and Construct

(Jan 2021- March 2021)

- Work experience rotation between different parts of a scenic construction workshop mainly including carpentry and draughting, however also gaining more experience on welding and scenic art. Gaining relevant experience designing and building different types of flats, working closely alongside industry professionals who give me experienced feedback on each job I rotate to.

Prop Hire Supervisor - Various productions - Foxtrot Costumes and Props

(Jan 2021-April 2021)

- In charge of producing and maintaining props which are hired out by clients such as the BBC, Channel 4, StudioCanal and Colombia Pictures. Gaining key administration and organization skills along the way leading to quick and efficient processes of orders.

Prop Modeler - Doctor Strange in the Multiverse of Madness - Longcross Studios

(December 2020 – January 2021)

- Working for the props department for Longcross Studios taught me firsthand experience of what it's like to work as a prop maker in the film industry.
- This saw me leading a team of two other modelers in creating and fletching large amounts of both real and stunt arrows.
- For an 8-6 day, I made sure to always arrive on and leave the site 15 minutes earlier/later respectively. This allowed me to settle in and be ready to start at 8, while giving me time to clean my area and prepare for the following day just after 6. Although this wasn't mandatory, I wanted to make a keen impression for those I was working under.

Metalwork (inc. welding)

Able to handle, cut, clean, prepare, measure and weld metal to an accuracy of $\pm 0.5\text{mm}$.

Polycarving

Able to wire cut and carve to a high quality.

General Painting and Finishing

For props and sets.

EDUCATION

Bedford Modern School and Sixth Form

(2010-2017)

Bedford

A-Levels:

- Film Studies
- Business Studies
- Design Technology: Systems and Control

GCSE:

- 10 GCSEs, grades A*- B, including Maths and English

Head of Stage - Edinburgh Fringe Festival - Edinburgh

(June – September 2019)

- I was the head of stage for the largest venue at the Fringe, The Grand. 4-7 shows went live every day for an entire month so I was in charge of making sure that the turnovers of getting 750 people in and out as well as set changes was flawless.
- We put up just over 150 shows that month and the latest show went live only 6 minutes after its set time.
- Part of the fit up crew responsible for transforming Edinburgh University and other locations into theater spaces.

Shopfitter - Pickett Shopfitters Ltd. - Luton

(October 2016 - Present)

- Being a shopfitter for my family's company does not give me any special treatment. Over the years I have become confident in a wide range of laborer skills to maximize my efficiency on jobs and on site. This has made me proficient in: carpentry, metalwork, plastering, and many other transferable skills.

REFERENCES

Nathan Reed

CEO

MEGA Events

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07515853875

I worked closely with Nathan at MEGA since August on a number of projects for his company including everything from prop making, set making and managing shows

James Roberts

Director / Editor / VFX Artist - Murder for Dummies

<https://jwrobertsfilm.com/>

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James is the director for Murder for Dummies and I worked closely alongside him for the project. We worked through easy and tough times so he will have a very well rounded opinion on me
