



# IGOR HALICKI

## LIGHTING DESIGNER

### ABOUT

I am a Copenhagen-based MSc. Lighting Designer and stage technician thrilled by merging new technologies and interactive lighting with performing arts. Through my practice, I have gathered experience of working on various different positions as lighting designer, light technician, light board programmer and operator, rigger and stage hands. I am a nature-lover and observer who gets inspired by natural phenomena and uses lights and modern technologies to bring audience's awareness to the elusiveness of light.

### EXPERIENCE

#### HIT - COPENHAGEN

*Resident Lighting Designer | January 2021 - present*

- In charge of lighting design and tech for a total of 10 productions
- Operating in big venues as e.g. Skuespilhuset and Folketeatret
- Creating interactive sensor-based projections (Kinect, TouchDesigner)
- Experience of working with Danish and international directors and actors

#### DANSEKAPELLET

*Lighting Technician Intern | November 2021*

- Experience of working with GrandMA1 lighting board
- Designing and executing a show in 2 days
- Preparing lighting for annual choreography competition

#### UPPERCUT DANSETEATER

*Lighting Technician for tour | October - November 2021*

- Touring with 2 shows in Denmark and internationally
- Remounting entire show for a contemporary dance festival 'Kalypso'
- Playing the lights and sounds from QLab and GrandMA1

### ACADEMIC BACKGROUND

#### AALBORG UNIVERSITY IN COPENHAGEN (DK)

*2018 - 2020 MSc Lighting Designer*

*2019 Internship at Den Danske Scenekunstskole*

#### VIA UNIVERSITY COLLEGE IN AARHUS (DK)

*2013 - 2017 BSc Construction Architecture*

*2016 Internship at Progesto Arquitetura (PT)*

### PROFESSIONAL SKILLS

- covering entire lighting design and tech from script to performance
- programming different lighting boards: GrandMA, Enttec, Qlab, QLC+
- digital image processing and interactive projections (TouchDesigner, Processing3, Kinect, Max8)
- experienced with programming Arduino and FadeCandy
- familiar with visualization and rendering software (Unreal Engine 4, V-Ray, 3dsMax, Revit, Blender)
- basic skills in building and setting up the set

### SOFT SKILLS

- working well under time pressure (touring)
- team worker experienced in process of theatrical productions (covering entire design and tech)
- communication between creative and technical departments
- creative problem solving
- motivated and committed

### LANGUAGES

- English (professional)
- Danish (beginner)
- Portuguese (beginner)
- Polish (native)

### CONTACT

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### CHOSEN WORKS

#### LAMENTATIONS

##### LIGHTING DESIGN & TECH

December 2021, Dansekapellet

- establishing design and executing the show in 2 days
- performed on a circular stage



#### BERGHAIN

##### LIGHTING DESIGN & TECH

September 2021, Skuespilhuset

- performed in 3 different venues within a month
- live music-interactive projections
- world premiere
- 5 stars from Copenhagen Post
- 3 stars from KOP Kultur



#### FEMININE OCTAGON

##### LIGHTING DESIGN & TECH

September 2021, Folketeatret

*'feminine octagon [or Aristotle can eat me]' is well performed, with great enthusiasm and infective energy, while the momentum leaves little time to dwell on imperfections. "*  
– Copenhagen Post

- world premiere
- cast included a deaf actress



To see other projects check my portfolio at: <https://www.igorhalicki.com>