# 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' awareness to the elusiveness of light.

## EXPERIENCE

### HAMLETSCENEN
*Lighting designer for 'Juliet's Birthday Bash' | March 2023*

### COPENHAGEN LIGHT FESTIVAL
*Designer of 'Hook-Up' | February 2023*

### DOWN THE RABBIT HOLE INTERNATIONAL THEATRE
*Resident Lighting Designer & Technician | January 2021 - present*

- 'Berghain'
- 'The Money Shot'
- 'Feminine Octagon [or, aristotle can eat me] '
- 'The Shy Manifesto'
- 'Southern Bedfellows'
- 'Harry Clarke'

### GLAD TEATER
*House and touring Light & Sound Technician | February 2022 - present*

- 'Salon #6'
- 'The Rumble'
- 'The Tempest'
- 'Vivaldis'
- 'Your eyes, my sight'

### COPENHAGEN INTERNATIONAL ARTS COLLECTIVE
*Lighting and projection designer for 'Aurelia's Waltz' | November 2022*

### TEATER V
*Touring Light & Sound Technician for 'Karius og Baktus' | October 2022*

### DANSEKAPELLET
*Lighting Technician Intern | November 2021*

## 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)*
- *accustomed with basic sound set-ups*
- *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** *(45) 22235020 | ihalicki@icloud.com | https://www.igorhalicki.com*