

Siddharth Chatteraj

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EDUCATION

University of California, Santa Barbara

B.S. Statistics and Data Science, B.A. Theater (Design Concentration)

Minor: Language and Speech Technologies

Santa Barbara, CA

07/2022-06/2026

4.0 G.P.A.

- **Relevant Coursework:** Beginning Stage Lighting Design, Advanced Stage Lighting Design, Lighting and Electrics Workshop, Projections and Digital Media Design, Scenic Practicum, Scale Model Building, Computational Fabrication, Data Structures and Algorithms, Mediated Worlds, Transvergence, Designing Expressive Technologies

WORK EXPERIENCE

UCSB Theater and Dance

Projections Designer

Santa Barbara, CA

01/2024-Present

- Designed Sailor Moon-inspired "Moonlight Symphony" for *Kinetic Lab* with After Effects, p5.js, and Three.js
- Assisted lead designer for *Indecent* with After Effects animations, projection installation, QLab mapping, and research

Stage Manager

04/2023-Present

- Called all light and sound cues during 3 distinct productions and maintained the integrity of the lighting designer's vision
- Coordinated all rehearsal logistics, managed teams of 4-10 crew members and 10-20 actors, and documented rehearsals

Lead Technician

02/2023-Present

- Oversaw lighting replacements and troubleshooting, building security, nightly set repainting and repairs, first-aid, maintenance of safe and well-organized work areas, and effective prioritization of repairs.

- Delivered immediate-response technical support to fix lighting and computer errors, broken set pieces, and actor injuries.

Electrician

09/2022 - 12/2023

- Hung and focused stage lights for productions, installed new lights in campus buildings, and cut lighting gels

Daily Nexus

Santa Barbara, CA

Data Editor and Games Section Founder

09/2022-Present

- Designed print page layouts with Adobe InDesign and edited print and online photos with Photoshop
- Designed weekly interactive crosswords with JavaScript; taught Python data visualization and analysis workshops
- Implemented staff D.E.I. analysis and project managed The Labyrinth — a public dashboard of 15 years of grade data from 40000 UCSB courses displayed using D3.js charts; Guided 30 writers throughout the entire article creation process
- Self-taught Python to create multiple interactive charts and compose articles about events across Santa Barbara

San Francisco District Attorney's Office

San Francisco, CA

San Francisco Sentencing Community Initiatives Data Fellow

06/2023-09/2023

- Created a regeneratable temporal and geospatial data memo using HTML, JavaScript, and Python Plotly detailing crime trends in San Francisco supervisor and police districts that will be distributed to community members across the city
- Analyzed several databases of over 200000 county crime records and visualized crime location trends using Geopandas, R, Python Plotly, and ArcGIS for grant requests; Wrote a 21-page guide on how to analyze and map geospatial data

PRODUCTION EXPERIENCE

Role	Production	Company	Director
Projection Designer	<i>Kinetic Lab</i>	UCSB Dance	Christina McCarthy
Assistant Projection Designer	<i>Indecent</i>	UCSB Theater	Sara Rademacher
Stage Manager	<i>Spring Dance</i>	UCSB Dance	Christina McCarthy
Stage Manager	<i>The Crucible</i>	UCSB Theater	Lisa Benavides-Nelson
Lead Technician/Supervisor	<i>The Ties that Bind</i>	Santa Barbara Dance Theater	Brandon Whited
Lead Technician/Supervisor	<i>The Last Days of Judas Iscariot</i>	UCSB Theater	Kendra Ware
Stage Manager	<i>Waiting</i>	UCSB Theater	Hannah Froman
Lead Technician/Supervisor	<i>Sound and Smoke</i>	UCSB Dance	Meredith Cabaniss Ventura
Lead Technician/Supervisor	<i>Night Night, Roger Roger</i>	UCSB Theater	Julie Fishell

PROJECTS

Role	Title	Class	Instructor
Fabrication Artist	<i>3D-Printed Sandals</i>	MAT 238: Computational Fabrication	Jennifer Jacobs
Fabrication Artist	<i>3D-Printed Lamps</i>	MAT 238: Computational Fabrication	Jennifer Jacobs
Lighting Designer	<i>Inopia</i>	THTR 123: Advanced Lighting Design	Vickie Scott
Light Plot CAD Drafter	<i>By the Bog of Cats</i>	THTR 123: Advanced Lighting Design	Vickie Scott
Scale Model Designer	<i>Zombie World</i>	THTR 194D: Group Studies in Design (Scale Models)	Greg Mitchell
Projections Designer	<i>Perforated Systems</i>	MAT 261A/261B: Transvergence Seminar/Studio	Marcos Novak
Responsive Visuals Artist	<i>Realms of Conception*</i>	MAT 261A/261B: Transvergence Seminar/Studio	Marcos Novak
Lighting Designer	<i>Chronology of Love</i>	THTR 23: Stage Lighting Design	Vickie Scott
Light Plot Drafter	<i>Bus Stop</i>	THTR 23: Stage Lighting Design	Vickie Scott
Video Designer	<i>Celestial Existence</i>	MAT 80AS: Arts and Sciences	Marcos Novak

* Work publicly exhibited at The Santa Barbara Center for Art, Science and Technology

Technical Skills: After Effects, ArcGIS, Blender, Canva, D3.js, Fusion 360, HTML/JavaScript/CSS, InDesign, LaTeX, Microsoft Office, p5.js, Photoshop, Python, QLab, R, Rhino, SQL, Tableau, Three.js, TouchDesigner, Vectorworks, Unity