

website: [GLdesignlab.com](http://GLdesignlab.com)  
email: [glenese@GLdesignlab.com](mailto:glenese@GLdesignlab.com)

# Glenese Hand



I have been working professionally for the last 15 years in the world of Prosthetics/Masks, Special Effects, & Makeup. A particular focus of mine is to bring a higher level of those techniques to the community at large by figuring out a means by which they can afford the look they never thought their budget would allow. It is my belief that learning is a life-long endeavor – my creativity lives in the art of experimentation & finding ways to use materials unconventionally to see if it might have a beneficial outcome. I strive to inspire that same penchant of individual creativity & self-esteem to all up-&-coming individuals (no matter what their age, ability, or background) not only through instruction, but through real-world collaborative experience(s).

## Teaching/Mentoring Experiences with Youth

### **Instructor/Presenter (various courses) ; Production Manager (all shows)**

*Esteem Development through Greater Expectations (EDGE)*

Spring 2007 – December 2013

Various courses: Makeup, Special Effects, Technical/Design/Production, Mask/Puppetry, Theatrical Combat, Performance

- utilize theatrical techniques, classes, & shows as a way to booster an individual's exploration towards self-awareness, confidence, & personal growth; organize, schedule, & communicate with parents concerning any updates &/or issues. Students typically ranged from 4-16yrs from Homeschool groups (NUG), touring at various summer camps, & special needs individuals (UPS for Downs)
- establish key areas of participants' strengths/weaknesses & present those in a balanced & constructive manner as some individuals are not as keenly open to criticism before they have had the opportunity to loosen their barriers

### **Performance/Family-Interactive related**

Merryland Amusement Park (Wild West Stunt Show; Guangxi, CHINA)

Stunt Performer; Street Performer/Entertainer (*performed in Mandarin*)

Navy Pier Entertainment; 3 years

Holiday Character(s) 'Street' Entertainer & Greeter; & mascot work

Tall Ship Windy (@ Navy Pier)

Pirate Performer & Historical pirate legends Presenter/guide; 'barker' for sails

Bristol Renaissance Faire

Body Puppeteer & Street Entertainer

### **Other Experiences**

Chicago Public School system, 1-year contract

4-6<sup>th</sup> grade Physical Education Instructor

Chicago Athletic Clubs (WAC, LVAC, LPAC), 3 years

Youth Club Caregiver (ages newborn- 6yr);

Team Leader & Communications Designer

St. Agatha's Family Empowerment, 1-year contract

Life Skills Instructor; Drama Instructor; Director

(ages 6-10 & 9-16)

Bethesda Lutheran School, 2 years

(substitute) Preschool Teacher's Assistant & Receptionist

Christ Evangelical Lutheran Church

Vacation Bible Study Crafts Instructor & Drama Director (ages 4-16), 6yrs;

After-School Tutor (ages 6-14), 3yrs; Mom's Club Caregiver (ages newborn – 6), 2yrs

American Youth Soccer Organization

Coach (ages 9-16), 5yrs; Coordinator (High School section), 4yrs;

Referee (ages 4.5 – 18), 9yrs

Babysitter (various families), 10 years

(ages newborn -16)

## Instructor/Management & Art/Design/Fabrication Experiences

### **Makeup & Prosthetics Design Program Coordinator & Full-Time Lecturer; Columbia College Chicago**

Fall 2013-Present

Instructor: All levels of Makeup & Prosthetics/FX courses; Theatre Foundations course

For examples of student works please visit: [gldesignlab.com/portfolios](http://gldesignlab.com/portfolios)

#### Advances to the entire Makeup & Prosthetics Design Program

- overseeing design of new laboratory/classroom space (coming Fall 2017)

- major enrollment growth through new course(s) creation & instilling a complete overhaul of said curriculum for relevancy across the various media types (Film/TV, Theatre, Photography, Fashion, Spectacle, etc...)
- continued development towards an interdisciplinary Makeup FX minor (through Cinema Arts & Sciences)
- Students of all levels are required to take daily project pictures & create/update personal websites to function as an online portfolio, as submission for research, & do in-person product pitches as relevant to the makeup artist career field & current digital/technological industry standards

#### Other Duties

- Coordinator/Manager for Makeup & Prosthetics Design Program & all Departmental Productions including schedules, budgets/materials orders, & publicity/PowerPoint presentations; on-hand for all Open Houses
- Advisor & Supervisor/Mentor for all makeup student artists involved in courses & the myriad of departmental/interdepartmental projects plus the Makeup FX student organization
- Committee member for development of Mainstage Season Selection & curricular changes for the Design, Production, & Technology programs within the Theatre Department

#### Theatre Foundations I: Theatre-Making

- Co-teaching three distinct prototype variations of theatre core curriculum which covers an introduction to the performance aspects as well as laying the building blocks for Designers/Technicians, Directors/Playwrights, & Production/Management

#### **Adjunct Faculty –**

**High School Summer Institute** (Makeup Design & Techniques)

(July, 2013 – Present)

**Makeup Instructor** (Stage Makeup I & Stage Makeup II)

January 2010 – Summer 2013 (substitute teacher from March 2003 – December 2009)

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#### **Stage Combat & Movement Instructor:**

- Dueling Arts Intl., Summer 2007 – 2013 (various workshops & locations) Associate Instructor, Theatrical Combat
  - Lake Tahoe Community College, Summer 2005 Basic through Advanced Theatrical Combat/Movement
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#### **G-Loggia Design Lab** (Company Founder/Owner)

New Endeavor!

**Mission** – to define artistry as a calculated re-alignment from the everyday. Create, collaborate, & think outside-of-the-box by pushing the peripherals through design

**Idea** – by combining my freelance design endeavors with business intellect, this will be a collaborative work environment specializing in custom creations for a wide variety of media types & clients. Classes will be formatted in an atelier tradition for all ages & abilities. Focus is geared towards:

\*Creatures + FX \*Concept Art \*Makeup \*Photography + Imaging

>For examples of current & past works, please visit my website: [gldesignlab.com](http://gldesignlab.com)

#### **Freelance Designer** (Prosthetics, Masks, & Creature Creation; Special Effects/Gore/Blood Work; Makeup/Hair),

May 2002 – Present

*Theatre, Film/TV, Photography, Spectacle/Cons; publicity/marketing & individual clientele; materials & techniques vary*

*\*\*\*Selections below -- Full Makeup/Prosthetics/FX resume available upon request\*\*\**

#### Masks/Creatures/Fabrication & Technology Incorporation

- **Dark Seekers** (TV series trailer/pitch, 2017) original concept design/fabrication for hybrid lycan-human werewolves & their victims; Associate Producer
- **Predator the Musical** (& version 2.0) Complete facial mask (Polyurethane Foam, Silicone, Acrylic) with fully-working mandibles; Bio-Helms & matching body armor of Resin/Fiberglass fabrication with integrated LED weaponry units
- **Beauty & the Beast** UPS for Downs, EDGE, Oak Lawn Park District Theatre Program, Rising Star Theatre Co. & others

>Prosthetics >Ventilated hair (head/body on lace &/or latex) >Wig Construction

>Masks (Beast, Wolves; Steampunk Beast & Cogsworth pieces) plus Costume Design

- **Makeup/Wig Dept. Head – Navy Fear at Navy Pier** (JPM Productions, 3yr contract)
  - >Design, application, & styling of makeup & wigs for all characters
  - >instruction of crew & area leads; inventory requisition & maintenance; scheduling crew
  - >liaison for media events & visitor HR; assist Company President with on-air applications

#### **Other Creations/Materials**

- LED/laser integration (LilyPad, Conductive Threading, & E-Wire) for masks (nightmarish guinea pig; plague mask/sprite) & resin prosthetics (cyborg)
- Pig Troll prosthetics & masks (Silicone & Latex) plus Gibbon masks (including punched hair)
- Acrylics, Thermoplastics, & misc. for teeth/dentures plus Nails/Talons, Spikes/Spines for 'creature details'

#### **Body replicas & 'Moulage' FX**

- will be prototyping an animatronic head (*summer 2017*)
- specializing in 'moulage' techniques (blood, gore, injury/disease simulation), undead, & monsters/creatures
- Blood Design with integrated compressed air rigging (*Mr. Burns, Theatre Wit*)
- Numerous body including being recognized by the Prosthetic Association as being true to life & believable when depicting live FX of gangrene & necrosis (*Terra Nova, Backstage Theatre*)
- instructor/designer/technician for hundreds of facial/head, teeth, appendages, torsos, (& more) castings &/or sculptings, & their associated moldings/pourings (various materials)

#### **Spectacle/Puppetry/Props**

- 5yrs with Redmoon Theater hired as: puppetry & props fabrication/manipulation; construction crew (wood & metal), events technician/mechanic; makeup/FX designer, combat/movement choreographer, performer, director trainee
- redesign/construction of oversized puppets (Bristol Renaissance Faire)

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### **Company Founder/Owner, Manager/Producer + Design/Production/Tech positions; Bare Knuckle Productions** (various positions as listed)

January 2013-Fall 2015 (*currently on-hiatus*)

#### **Production Design (Makeup, Special FX, & Blood Designer; Weapons/Prop & Violence Design**

- **Prosthetics & Makeup** –design, body-casting, sculpting, molding, & creation of unique custom-fitting prosthetics &/or character makeups (specific to story & for incorporation in live FX/'fighting' conditions)
- **Blood FX** – creation of various blood types (edible/non-edible, washable, hypo-allergenic) to be used across a variety of materials & techniques
- **Violence/FX Coordination & Choreography; Weapons/Props Design & Maintenance** – live stage FX/simulations of bodily harm & violence including instruction, choreography, & slight-of-hand techniques

#### **Theatre/Set Design & Technical Director/Construction**

- Design, engineer, & construct a multi-functional two-level stage area with two viewing sections – one to simulate a widescreen view typical for movies (since that represented the typical format of our film inspirations) & one section which had head-on viewing typical to a tradition theatre setup
- 38-44 person bleacher-style seating sections; tech, bar, & lobby area
- Design & construction of sets for all productions to be seamlessly reinforced for safe violence staging with necessary rigging for FX purposes & quick transformations
- Hardware/material acquisition along with necessary set dressing furniture & prop/weaponry items

#### **Visual/Graphics Design & Publicity**

- Photographer/Editor & digital formatting for all printings (posters, postcards, business cards, t-shirts, patches...)
- Graphic Designer; Writer/Editor for all publicity materials & notifications (online & print)
  - >Recipient 2014 Best of Chicago Award, Performing Arts Group
  - >Visual examples of publicity, trailers, videos & production stills at: [gldesignlab.com/bnp](http://gldesignlab.com/bnp)

## **Skills, Duties, & Proficiencies**

### **Materials + Techniques:**

concept/technical design; sculpting/carving & fabrication; body replication, mold-making, & casting with alginates, latex, slip-casting, Polyurethane Foam, Baked Foam, Silicone (platinum & tin), Gelatin, Thermoplastics, plasters & wax; casting & incorporating Acrylics, Resins, & Fiberglass, LED/lasers; manipulation of materials & their properties; Airbrushing

### **Fabrication + Creation:**

Woodworking/carpentry/construction/finishing skills & techniques; experience in metal work & MIG welding; machine & hand-sewing; jewelry experience

### **Research + Development:**

Develop ideas through meticulous research & analysis of 'character', scenario &/or mood for various media & mediums; Communicate design ideas at production meetings; stimulate creative collaborative ideas through presentation of concise sketches, material requirements, & other technical knowledge & support

### **Managerial:**

Organizing budgets, contracts, & scheduling; Calculate & manage procedural costs during pre-production while maintaining the targeted budget for design portions of all producers' capital; Assure timely material & project deliveries (& transport/pick-ups as necessary); Self-budget time; Initiate individual & group ideas/goals & remaining vigilant with deadlines; Management between director/producer, performers, & design team(s); Mentorship/instruction of interns

### **Computers + Digital:**

Photography & Digital Editing/Sculpting/Painting; Microsoft Word, Excel, PowerPoint; Search Engines; Dropbox & Basecamp

### **Personal:**

Detail-oriented; Problem-solver; Leader using constructive criticism & patience

## **Education**

### **Columbia College Chicago, 1998 – 2002**

Bachelor's degree (Honors) – Theatre: Acting concentration (with focuses in Makeup, Theatrical Combat, & Science)

## **References**

Available upon request.