

570-762-2511

**William T. Berkowitz Jr.**  
williamberkowitz.com

williamberkowitzpd@gmail.com

### Summary:

Skilled Production Designer, Prop and Model Maker with focus and attention to detail necessary for acquiring and implementing new disciplines. Over five years experience satisfying clients in the fast paced and demanding film industry with creative solutions.

### Skills:

Set Design, Construction, and Prop Fabrication.  
Proficient in use of Tools and Hardware, Carpentry,  
Electronics, Sewing, Thermoplastics, Foam.  
Leatherworking: Cutting, Dying, Tooling, Carving.  
Miniatures and model construction and painting.

Knowledgeable in Film Production.  
Proficient in Windows and Mac, Photoshop, Illustrator,  
Indesign. Microsoft Office, Blender, Fusion360, 3D Printing,  
Vacuum Forming and Laser Cutting.  
Mold making and Casting, Life casting.

### Experience:

- Model Maker and Fabricator At VTProDesign 09/2019- Present
- Post Processing on 3D Prints for Miniature Sets, Landscapes, and Objects.
  - Painting and Assembly of Miniature Assets.
  - Scenic Finishing of Props, Miniatures, interactive display pieces.
- Model Maker and Fabricator At Fonco Studios 04/2019 – Present
- Constructed full size sets based on plans. Constructed miniature sets from concept art and CAD plans.
  - Fabricated scale miniatures from styrene, wood, acrylic, metal, foam, and various other materials.
  - Created silicone molds, and castings in urethane. Cleaned and finished 3D printed parts.
- Freelance Film Production Designer and Art Director 01/2017- Present
- Collaborate to develop visual style and facilitate director's vision.
  - Manage the procurement and utilization of props, set dressing, and set pieces.
  - Conceptualize and fabricate custom props, logos, designs, and visual elements.
  - Find quick and creative solutions to unforeseen issues.
  - Deliver high production value within budgetary restraints.
- Prop Restoration Technician At Modernica Props 12/2020 – 10/2021
- Repair and Restore Props at a Prop rental house. Furniture, Appliances, Art, Statues, Electronics, Lamps and Light Fixtures, Instruments, and many more.
  - Source, Fabricate, or Mold and Cast Identical Replacement parts for rare and vintage pieces.
  - Build shop equipment and infrastructure.
  - Wood Turning, Welding, Sculpting
  - Paint and Finish Props, often matching existing finishes.
- Model Maker At Creation Consultants 10/2019 – 11/2019
- Designed Models and Miniatures in 3D, then created Laser cut Kits from the designs.
  - Constructed miniatures from various materials and painted them to photo-realistic standards.
- Model Maker At ARwall 09/2018 – 02/2019
- Constructed miniature sets from concept sketches from materials such as wood, foam, plaster, plastic.
  - Designed and fabricated a miniature fog machine for practical effects on the miniature.
  - Wired the models for electric lights and fans.
  - Engineered a treadmill like mechanism to act as a moving roadway.
  - Painted the models and miniatures.
- Game Director at Into The Breach Productions 2009 – 12/2013
- Conceptualized and fabricated props, weapons, costuming and effects for use in Fantasy, Western, and Medieval Genres.

### Education:

BFA Filmmaking  
New York Film Academy, Los Angeles CA 2017

AAS Broadcast Communications Technology  
Luzerne County Community College, Nanticoke PA 2011