Michael J. Okamoto

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Professional Experience

Lighting Designer/Programmer/Media Designer, Freelance, 1/1998 to present

Responsibilities include design, prep, installation, programming, operation and strike of theatrical, architectural and automated lighting and media server systems for conventions, installations, theme parks, television, museums, live events and touring shows. Some of the clients/projects include: National Education Association, Lighthouse Immersive, PRG, 4Wall, LMG, Christie Lites, Cornerstone, NFL Kickoff, NFL Superbowl, MLB All-Star Game, General Electric, Bentley Motors, SpaceX, Manhattan School of Music, Steppenwolf Theatre Company, Philadelphia Eagles, Universal Studios, Hard Rock, Walt Disney Entertainment and IATSE.

Production Electrician/EIC, Immersive VanGogh & Immersive Disney Animation, 8/2020 thru 9/2023

Responsibilities included planning and execution of lighting and video power, network and signal cable for the companies' immersive venues throughout the US. Other responsibilities included building and modifying server racks, installing lidar systems, as well as assisting in technical support for the 20+ operating venues. Assisted in developing maintenance plans, standard operating procedures and inventories of company gear for the numerous venues across the US and Canada.

Automated Lighting Designer, Walt Disney World – EPCOT, DEG & Pleasure Island, 5/92 to 1/2002

Responsible for the supervision of WDW and vendor crews during the installation, programming and operation of Vari*Lite and other automated lighting systems. Daily responsibilities include maintenance of Vari*Lite, High End Systems, Morpheus and Martin automated lighting equipment as well as night-time club operations. I have also been responsible for the daily set-up and strike of pyrotechnics barges, maintenance of optics tables for large frame ion lasers, and operation of lasers for "Reflections of Earth". Other responsibilities included design & programming of automated lighting and laser systems for conventions, special events and television.

Lighting Director, Various National Tours, 1992 thru 1999

Responsibilities included the adapting tour light plot and hanging schedule to fit the specifics of each venue, and maintenance of all touring equipment and effects. Other responsibilities include supervision of local crews in hang and focus of the tour plot at each venue. Also responsible for departmental staffing and budgets.

Freelance Experience

My last 35 years has been spent doing mostly corporate events, but I also have extensive theatrical & architectural experience. Job Roles I have filled include: Lighting Designer, Lighting Programmer, Lighting Crew Chief, Master Electrician, Production Electrician, Moving Light Technician, Production Manager, Venue Manager, Technical Director, RoboSpot Crew Chief, Media Server Programmer, Media Operator, Media Server EIC, Laser Programmer/Operator, Sceptron Technician.

Related Interests and Skills

Extensive experience installing and programming all types of automated lighting systems. Extensive experience installing & repairing Vari*Lite, Robe, ClayPaky Martin,High End Systems and GLP luminaries. Extensive experience troubleshooting and repairing automated, conventional and architectural lighting systems. Programming experience using ChamSys MagicQ, WholeHog II, III & 4, Jands Vista, GrandMA 1, 2 & 3, ETC, Status Cue, Strand, Colortran and AvoLite controllers. Extensive experience using WysiWyg, SandNet, LightWright 6 and AutoCad and Vectorworks. Also experienced with SpectraPhysics and Coherent large and medium frame ion lasers as well as Lee Laser NdYag lasers. Media Server experience includes Disguise/d3, Green Hippo, M-Box, Pandora, Arkaos and Resolume.

Certification & Training

OSHA 10; OSHA 30; Aerial Work Platforms; Aerial Rescue; CPR; First Aid; A+; Network+; Security+; Mensa; IATSE; Disguise Essentials; Disguise Fundamentals; Disguise Workflow Specialist