

AJE SOBEREKON

Architectural Designer | Spatial & Concept Designer

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SUMMARY

Architectural and spatial designer with 7+ years turning concept into buildable, technically sound design across theatre, film, retail, and higher-education environments. Trained in architecture and experience design, with hands-on fluency in drafting, 3D modelling, and materials application. Skilled at developing a design concept from early research and storyboarding through construction-ready documentation, working within codes, budgets, and venue- or site-specific technical systems. Background also includes years of retail store operations and visual merchandising, applying the same spatial planning and corporate-direction-to-execution process at floor and storefront scale. Comfortable moving between scales from full architectural sets and studio environments to retail floor plans and storefront installations while maintaining spatial logic, craft, and consistency across every deliverable.

CORE SKILLS

- Architectural Drafting & Documentation: technical drawings, drafting standards, construction-ready documentation
- Spatial Design & Planning: composition, layout, hierarchy, circulation, wayfinding, and spatial organization
- 3D Modeling & Visualization: Rhinoceros 3D, AutoCAD, Revit, Cinema 4D & Adobe Creative Suite
- Concept Development: research, storyboarding, ideation, and presentation of design concepts to stakeholders
- Store Operations & Retail Merchandising: floor and storefront spatial planning, inventory systems, POS operations
- Materials Application & Budgeting: material selection, cost management, project execution under deadline

PROFESSIONAL EXPERIENCE

Scenic Designer / Spatial Designer | *Independent / Various Productions*

February 2024 – Present

Developed concept-to-build spatial design across five productions, drafting technically buildable environments within each venue's structural, code, and budgetary systems while maintaining a consistent design language.

- *Mud Row* by Dominique Morisseau (directed by Jill Knox) — Allen Theater, Pomona College. Claremont, CA
- *The Tether* (choreographed and directed by Friidom) — REDCAT Roy Edna Disney/Calarts Theater. Los Angeles, CA
- *The Half-God of Rainfall* by Inua Ellams (directed by Kobina Hagan) — Walt Disney Modular Theater. Valencia, CA
- “*Epiic*” Dance Thesis (choreographed and directed by Friidom) — Sharon Disney Lund Dance Theater. Valencia, CA
- “*I Want to Hook Up with Dylan*” (directed by Nellie Luna) — USC Student Film. Los Angeles, CA
- *The Last Days of Judas Iscariot* by Stephen Adly Guirgis (directed by Tramaine Raphael Gray) — Walt Disney Modular Theater. Valencia, CA
- World Music and Dance “*African Ensemble*” (directed by Yeko Ladzekpo-Cole) — Sharon Disney Lund Dance Theater. Valencia, CA

Key Holder | *UNTUCK it, Los Angeles, CA*

August 2026 – Present

- Independently open and close the store, manage POS transactions, and guide fellow associates while maintaining sales floor merchandising and stockroom standards.

Design Studio Manager | *California Institute of the Arts*

September 2024 – May 2026

- Managed studio systems, resources, and production workflows supporting multiple concurrent design projects, ensuring consistent technical quality and craft standards across output — akin to running a working design/architecture studio.

Visual Merchandiser | *Men's Wearhouse, Chicago, IL*

April 2018 – June 2021

Applied spatial planning and concept-to-execution process to suiting and formalwear presentation, translating corporate direction into buildable floor and window layouts.

- Received direction from store and corporate leadership on seasonal suiting collections, visual themes, and presentation standards.
- Storyboarded and planned floor layouts and window displays for seasonal collections, mapping concepts to buildable fixtures and installations.
- Pulled and staged merchandise to execute planned layouts, coordinating around delivery and rental fulfilment schedules.
- Styled mannequins and storefront windows to showcase suiting silhouettes and seasonal collections, maintaining spatial and visual consistency.

Retail & Rental Customer Service Associate | *Men's Wearhouse, Chicago, IL*

April 2015 – June 2021

- Delivered high-quality customer service in a fast-paced retail and rental environment, managing client inquiries, transactions, reservations, and issue resolution with professionalism and efficiency.
- Coordinated rental operations, inventory tracking, scheduling, and point-of-sale transactions while maintaining accuracy and organization.

Visual Merchandiser | *Hugo Boss, Chicago, IL*

August 2016 – November 2018

Applied spatial planning and concept-to-execution design process to a retail environment, translating corporate direction into buildable floor and storefront layouts.

- Received seasonal direction from corporate design teams on visual themes and spatial presentation standards, ensuring design consistency across the location.
- Storyboarded and planned in-store spatial layouts based on corporate guidelines, mapping concepts to buildable floor sets, fixtures, and window installations.
- Staged and installed physical elements to execute spatial plans, coordinating timing with deliveries and promotional calendars.
- Styled storefront windows and in-store displays, maintaining spatial and visual consistency across the environment.

Store Operations & Stock Associate | *Hugo Boss, Chicago, IL*

August 2016 – November 2018

- Received, organized, and replenished merchandise while maintaining accurate inventory records and stockroom organization.
- Assisted customers with product inquiries and merchandise location, supporting loss-prevention standards.

Film and Television Production | *Cinespace Studios / Studio City — Chicago, IL*

June 2021 – June 2023

Supported art department and set design operations across major television productions, contributing to spatial layout, on-set construction problem-solving, and fast turnaround under production deadlines.

- Heater/AC Technician — Power Book IV: Force (Season 3)
- Art Department Production Assistant — The Chi
- Art Department Production Assistant — Justified: City Primaeval
- Production Assistant — Chicago P.D.
- Special Effects — Chicago Fire
- Set Designer Trainee — Chicago Med

Additional Design Experience

May 2024 – August 2025

- Assistant Scenic Designer, American Mother — Theater St. Gallen, Switzerland
- Assistant Scenic Designer, Einstein: A Matter of Time — Hagen Theater, Germany

Teaching & Mentorship | *Oakwood Academy, CalArts, University of Illinois at Chicago*

September 2018 – May 2026

Instructed and mentored students in design principles, drafting technique, and collaborative process, communicating feedback clearly and adapting instruction to individual skill level.

- CAP Instructor — Oakwood Academy, Los Angeles, CA
- Guest Instructor, MFA 1 Performance by Design — California Institute of the Arts
- Teaching Assistant to Christopher Barreca and Mark Kanieff — California Institute of the Arts
- Teaching Assistant to Collette Pollard — University of Illinois at Chicago

EDUCATION

Master of Fine Arts in Experience Design and Production — California Institute of the Arts

Bachelor of Science in Architecture — University of Illinois at Chicago

Bachelor of Arts in Theater Design, Production and Technology — University of Illinois at Chicago

CERTIFICATIONS & AFFILIATIONS

Foundations of User Experience (UX) Design — Google, via Coursera (June 2023)

IATSE Local 476 Member