

# ISKANDER SAYAPOV

*Production Designer · Experiential & Environmental Design · Prop Maker / Buyer*

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## PROFILE

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Production designer with 15+ years shaping immersive environments from concept to completion, taking nothing more than a vague idea or mood board and delivering a fully realized space on time and on budget. Equally fluent in creative direction and hands-on execution, I bring the full range of skills exhibition design demands: spatial storytelling, architectural scale modelling, integrated AV and multimedia (projection, LED, interactive and real-time content built in Unreal Engine), practical and stage lighting, graphic design, digital fabrication, and multidisciplinary team leadership. My background spans high-profile commercial production design and major film and television prop work, environments built to be experienced, not just seen, designed around how an audience moves through and reads a space. I bring to institutional design the same creative rigour, operational discipline, and collaborative instinct that world-class, visitor-centred exhibitions require.

## CORE COMPETENCIES

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Spatial & Environmental Design · Immersive & Experiential Environments · Visitor-Centred Design · Architectural & Scale Modelling · AV, Multimedia & Projection Integration · Real-Time & Interactive Content (Unreal Engine) · Practical & Stage Lighting Design · Prop Design & Fabrication · Digital Fabrication (CNC Routing, Laser Cutting, 3D Printing) · Graphic Design & Signage · Budget Ownership & Scheduling · Concurrent Project Delivery · Vendor, Fabricator & Procurement Management · Multidisciplinary Team Leadership · Cross-Functional Stakeholder Collaboration · Sustainable & Material-Conscious Design · AutoCAD · SketchUp · Fusion 360 · Adobe Creative Suite · Unreal Engine

## EXPERIENCE — PRODUCTION DESIGN

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### Freelance Production Designer, Commercials & Advertising

*Toronto, ON · 2010 – Present*

**Selected Clients:** Volkswagen, Tim Hortons, Cadbury, New Balance, OLG, Staples, The Source, University of Phoenix, National Lottery of Ireland, Lincoln, Huggies, Budweiser, Crown Royal, Best Buy, GO Transit, Ministry of Education Ontario

- Lead the full design process from concept through strike: spatial planning, set design, material specification, practical and stage lighting, AV and multimedia integration, graphic design, and on-set art direction.
- Designed and delivered a 13-environment build within a single studio footprint, using rear projection and custom real-time backdrops authored in Unreal Engine, among the first commercial productions in Canada to integrate game-engine content as a live design element rather than post-production VFX.
- Routinely integrate projection, LED screens, practical and stage lighting, and interactive elements directly into built environments, treating multimedia as part of the spatial design rather than an overlay.
- Manage and coordinate art departments of 8–15 direct crew including set decorators, buyers, construction coordinators, scenic artists, and graphic designers, plus multiple external shops and fabrication vendors, often across several concurrent projects.
- Collaborate directly with directors, directors of photography, agencies, and clients to translate competing creative requirements into a unified vision, from abstract mood board to fully realized environment.
- Own departmental budgets from initial bid through wrap; managed budgets up to \$150K within compressed 10–14 day production windows, coordinating simultaneous vendor, fabrication, and labour spend under live conditions.
- Designed large-scale immersive installations, multi-set campaigns, miniature architectural environments, and hero builds — including a multi-storey kinetic sculpture with forced perspective, Arduino-driven practical lighting, and integrated miniatures.

## EXPERIENCE — FILM & TELEVISION

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### Prop Maker / Prop Buyer, IATSE Local 873

Toronto, ON · 2019 – Present

#### Selected Productions:

**Fahrenheit 451** · HBO Film · Prop Maker  
**SEE, Season 2** · Apple TV+ · Prop Maker  
**Sneakerella** · Disney+ · Prop Maker / Buyer  
**The Hot Zone, Season 2** · National Geographic · Prop Maker / Buyer  
**Culprits** · Disney+ / Hulu · Prop Maker / Buyer  
**The Apprentice** · Theatrical Feature · Prop Maker / Buyer  
**FUBAR, Season 2** · Netflix · Prop Maker / Buyer  
**Ready or Not 2** · Theatrical Feature · Prop Maker / Buyer  
**Boston Blue, Season 1** · Network Television · Prop Maker / Buyer

*Fabrication capabilities include: digital design in Fusion 360 and SketchUp; CNC routing, laser cutting, and 3D printing (FDM/resin); precision architectural scale modelling; vacuum forming; foam and foam clay sculpting; casting and moulding; metalwork; finishing and painting; electronics integration; and multi-material construction. Adobe Creative Suite used throughout for graphics, signage, and design documentation.*

## FABRICATION & MAKING

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### Spatial & Scenic Construction

Experienced in designing and building physical environments at any scale. From full-size broadcast-ready commercial sets to camera-perfect miniatures with practical lighting, dressing, and surface finishing. Projects span interior and exterior environments, architectural facades, modular installations, and large-scale sculptural builds, all delivered to tight production schedules.

### Digital Fabrication

Designs originate in Fusion 360 or SketchUp and are broken down into the most appropriate manufacturing method: CNC routing, laser cutting, FDM and resin 3D printing, or traditional construction. Comfortable moving fluidly between digital and physical processes within a single build, optimizing for time, material, and finish quality.

### AV, Multimedia & Real-Time Content

Hands-on experience integrating projection, LED screens, and interactive elements into built environments, and authoring custom real-time backdrops and digital content in Unreal Engine. Comfortable treating digital and physical layers as a single design problem, matching practical builds to screen content, lighting to projection, and physical space to virtual extension.

### Hero Prop & Object Making

Extensive experience fabricating screen-used hero props across genres and scales: precision architectural maquettes, sci-fi devices with live electronics, articulated mechanical rigs, weapons, and decorative objects. Fluent in reading a script or brief and working backward to a build plan that serves both the story and the audience.

### Finishing & Surface Work

Skilled in the full range of finishing techniques: casting and moulding, vacuum forming, foam and foam clay sculpting, metalwork, paint and texture finishing, and patination. Particular attention to surface quality and material authenticity, the difference between a prop that reads and one that convinces. Where possible, designs prioritize material reuse, repurposing, and waste reduction as standard practice.

## EDUCATION

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### Diploma, Film & Television Production

Toronto Film School · 2008 · Concentration: Production Design & Set Design