



MICHA'EL SONVEGA

Filmmaker | Associate Scenic Technical Director
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Cinematic Portfolio: <https://sonvega.com/michaels-cinematography-portfolio/>

Scenic Portfolio (CAD):
<https://sonvega.com/michaels-scenic-portfolio/>

SUMMARY

An enthusiastic creator with a proven track record of Project Management and Production in various areas of entertainment including film, games, music, and content creation.

SKILLS & TOOLS

Project Management - (Asana, Jira, Confluence)
Cam Op - (LUMIX S Series, iPhone)
Editing - (DaVinci Resolve, Adobe Premiere)
Visual FX - (Fusion, Adobe After FX)
Sound Design - (RX-10, FI Studio)
Graphic Design/Illustration - (Photoshop, Affinity)
Game Development - (Unity/C#/Visual Studio)
Content Creation - (YouTube, Facebook, Instagram)
CAD - SketchUp, Blender, Revit
Scenic Carpentry - (Various Hand & Power tools)

EXPERIENCE

Associate Technical Director (Contracted) (2026 - Present)

SCENIC VISION

- Responsible for designing CAD and layouts for sets and props.
- Aid in both scenic carpentry and painting
- Involved in installs and takedowns

Creative Technical Director/Game Producer (2022 - Present)

POLYKRAFTED ENTERTAINMENT

- Project management
- Story development and writing for original film, SM content, and games
- Storyboarding, shot list creation and management
- Film and game direction
- Editing and delivering completed products to vendors/platforms

Software Architect II (2020 - 2022)

AGE OF LEARNING

- Interpreted Jira stories into practicable Unity/C# tasks
- Programmed various game titles for the Mastery Learning Platform
- Participated in regular stand-ups, grooming, and other AGILE related meetings

Framework and BIM Engineer (2018 - 2020)

DSI-Digital

- Led team of developers in the creation of a Unity/C# framework
- Regularly worked with CAD and BIM