

# Arlo Howard (they/them)

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## **The Burnt City** (Creative Coordinator) – Punchdrunk (London)

*The Burnt City was created by award-winning company Punchdrunk (Sleep No More). Blending classic texts, contemporary dance, physical performance and award-winning design installations, set across two warehouses. The Burnt City is inspired by the events surrounding the fall of Troy.*

- Bridging communication between creative teams and administrative staff
- Rewriting VIP entry for required summer shifts
- Facilitating rehearsal organization for special events and incoming cast
- Working closely with the Associate Director to crafting new one-on-ones for the show

## **The Order of the Golden Scribe: Initiation Tea** (Director / Writer) – Gr8er Good Games (NYC)

*An afternoon tea with escape room puzzles and an overarching interactive narrative where audience members determine the outcome. You've been invited to an initiation tea with the mysterious Order of the Golden Scribe. Shortly after you arrive you find out the shady business the Order is really up to and are recruited by a resistance member to take down the Order from the inside. This sold out run and played for celebrity guests like Neal Patrick Harris.*

- Crafted a character creation process that allowed for an abbreviated rehearsal process
- Co-created escape-room style puzzles that unlocked each course
- Scripted a narrative that allows for strong audience agency and a live customized ending

## **The Maze of Adventures** (Associate Director) – Coney & The City of London (UK)

*As part of The Golden Key Festival, The Maze of Adventures spanned the City of London uncovering the hidden histories of the city by weaving through London's back streets and alleys. Each of the 12 adventures lead to a secret immersive event.*

*The Maze of Adventure was played by over 6,500 people in the one day, 5-hour event.*

- Worked closely with writing and design team to create a cohesive player experience
- Mapped out the path of each adventure to ensure accessibility and clarity of directions
- Collaborated with creative programmer to create each adventure in TWINE

## **Radio Ghost** (Creative Producer & Associate Game Designer) – ZU-UK (UK/Germany)

*Radio Ghost is an app-based game for three players designed to be played in any shopping mall anywhere. Players are guided by an underground radio station seeking out the ghosts of the production line, to spark more thoughtful consumption.*

- Guided the creative process setting dynamic deadlines based the evolving goals of the project
- Managed the international team and acted as the key driver for the forward movement of development
- Facilitated the creation of the German translation of the app and audio
- Worked closely with the writer advising on game design and player experience

## **The Magic Parcel** (Co-Creator) – Coney (London)

*The Magic Parcel is a hybrid experience designed for to for teams playing both remote and in person. The self-guided experience is played in three chapters exploring connection, values, and group support.*

- Conceptualised how AR elements would integrate into play
- Worked with prop designer on how to hide puzzle clues in plain sight
- Collaboratively wrote the script and programmed TWINE to run the game

## **Gr8er Good Games** (Head of Games) – (NYC)

*Gr8er Good games runs team building experiences and escape games, both online and in person, for teams from 4 to 400 players. The clients include companies such as Google, Meta, Levi's and Bank of America.*

- Design new games for bespoke clients and to expand offerings
- Created new managing system that allowed the company to increase business by 200%
- Train new games facilitators and facilitate games for high profile clients

**(re)discover theatre** (Artistic Director) - (Chicago)

*(re)discover theatre was Chicago's leading immersive theatre company (2012-2018) paving the way for immersive theatre in Chicago.*

- Produced 18 full length productions and ongoing programming, including 200+ person events
- Hired and contracted over 250 artists
- Maintained venues and relationships with venue owners

**Dream Inc** (Director/Co-Game Designer) - Midnight Madness (London)

*Dream Inc was part of Midnight Madness, an overnight immersive puzzle hunt across the city of London. The world of Dream Inc. is a company that craft dreams that inspire the world's most brilliant ideas. Players are welcomed in as new employees and guided through a series of puzzles to identify new clients, create and deliver unique dream sparks.*

**SANDBOX** (Co-Producer) - Gun Powder Plot (London)

*This two-day symposium brought together UK immersive leaders for panel discussions, workshops and keynote speeches. SANDBOX featured artists, designers and producers from companies and shows including Punchdrunk International, The Immersive Great Gatsby, Coney, Dante or Die, National Museums and heritage sites.*

**Masque Macabre** (Co-Director/Creator) - Strawdog Theatre (Chicago)

*Masque Macabre was a modern immersive reimagining of Edgar Allan Poe's haunting tales. Character's from Poe's tales intermingled at the final blow out party of a bad-boy billionaire Preston. Audiences could follow any of the 14 character and become of their plots or revenge and intrigue.*

**Farewell My Friend** (Director/Producer) - (re)discover theatre (Chicago)

*Farewell My Friend was a fully immersive production in which spanned 13 rooms and 3 floors, blending the stories of Romeo & Juliet and Tristan & Iseult. Audiences roamed freely following any of the 14 full character arches. The experience was an equal blend of Shakespeare's text and devised movement; and included one-on-one audience experiences.*

**Liminal House of the Adjudicate** (Director/Creator) - Epic Immersive (San Francisco)

*Liminal House of the Adjudicate was a games-driven afterlife experience. Audiences entered through a fireplace descending into the here-after via a slide. Audiences ventured through tunnels into mysterious mini-libraries where they were presented with ritual trails to measure the weight of their life.*

**For One** (Experience Director) - (re)discover theatre (Chicago)

*For One is a series of experiences built for an audience of one, taking over the historic Gunder Mansion. Each room in the house contained a different experience for one, in where the audience played an integral role in the story.*

**THIS SIDE UP** (Director/Producer) - Theatre Deli (London)

*THIS SIDE UP blended game play, installation art, and storytelling to uncover under-told LGBTQ+ history. THIS SIDE UP ran both as a live show and a stand-alone installation.*

**The Grim** (Assistant Director) - Quietly Fighting (London)

*The Grim greeted people into the afterlife immediately setting them off to find souls who are refusing to cross over. In return, you could get more time. The journey sent audience members to several different locations around Waterloo where they meet different characters who might help them with their mission.*

**Operation Black Antler** (Production Assistant) - Blast Theory (London)

*Operation Black Antler was a pervasive experience in which audiences were sent into a pub to infiltrate and gather information from a far-right group. They began at a rendezvous point where they were texted directions on how to find the police stake out. There they were given instruction on how to find the pub the group will be gathering for a fund raiser. Actors were imbedded into a real bar blurring, for a moment, what is real and what is fiction.*

## **TRAINING**

BA Directing, Conservatory of Theatre Arts, Webster University, Summa Cum Laude, Departmental Honors  
MA Theatre Arts, Middlesex University, focus in game play & accessibility in immersive/interactive forms

Punchdrunk: Design Masterclass • Performance Masterclass • Immersive Work for Young Audiences

Third Rail Projects: Choreography Intensive • Directing the Sensory Experience • Writing for Immersive

Gr8er Good Games: Escape Room Facilitation

Directors' Labs: DL West • DL North • DL Chicago – Devised work and adaptation

Frantic Assembly: Introductory Training Course

Neo Futurist: Writing and Performing the Two Minute Play • Physical Theatre • Intro to Clown

Rough House: Table top puppet construction and manipulation

Dance: Tap 14yrs • Ballet 14yrs • Jazz 8yrs • Modern 2yrs • Swing 1.5 yrs • Aerial Arts 1 yr

Design: Proficient Costume Design and Construction • Basic Lighting • Basic Sound • Basic Set

## **COMPUTER SKILLS**

Proficient in Adobe Photoshop, and Microsoft Office (Word, Excel, PowerPoint and Outlook).

Basic HTML coding, TWINE coding and video editing. Extensive experience with Zoom and video conferencing tech.