

RON HAAKE

FABRICATION LEAD / EXHIBIT PRODUCTION

Beaverton, OR

ron@glyphartstudio.com

808.769.1550

Portfolio: glyphartstudio.com/fabrication

PROFESSIONAL SUMMARY

Exhibit fabrication and production professional with hands-on experience across wood, metal, casting, sculpting, rigging, and painted finishes in production shop environments. Background includes museum exhibit fabrication, scenic builds for major broadcast and advertising clients, and independent fabrication studio work serving cultural and institutional clients.

Known for calm leadership under deadline pressure, maintaining a quality-focused shop culture, and translating design intent into buildable, durable outcomes. Experienced supervising fabrication teams, assigning daily shop tasks, and coordinating subcontracted specialty vendors.

EXPERIENCE

Owner / Production & Design Services

Glyph Art Studio | Holualoa HI | 2008–2025

Operated a multidisciplinary studio providing fabrication oversight, design, fine art reproduction, and production services on the Big Island of Hawaii.

- Managed fabrication and installation of public environmental graphics and signage, including sandblast carved lava rock and photo-engraved stainless steel signage for Kohanaiki Cultural Learning Center, permanent collection exhibits for Hualalai Resort and Four Seasons Resort and numerous commercial, institutional and government clients
- Coordinated subcontracted specialty services: CNC routing, sandblasting, laser cutting, and large format printing
- Produced archival documentation and reproductions of historic artifacts for the Bishop Museum, Four Seasons Resort and private collectors, using high-resolution capture and large format giclée printing
- Continued to provide remote production consulting for San Francisco-based photographers and commercial directors on scenic fabrication and special effects rigging challenges.

Also provided graphic design, environmental design, website development, editorial layout, and advertising for regional clients. Operated Glyph Art Gallery as a retail and exhibition space for ten years.

Fabrication Lead / Scenic Production Manager

Scene 2 | San Francisco, CA | 1988–2008

Founded and operated a scenic fabrication and production shop serving advertising agencies, commercial photographers, broadcast networks, and corporate clients. Managed all phases of production from creative brief through fabrication, finishing, and installation.

Museum & Exhibit Fabrication

- Bay Area Discovery Museum, Fort Baker: Fabricated a substantial portion of their core exhibits, including a fishing boat play structure with hydraulic dampers, magnetic fishing poles, and rubber fish; How Things Work, featuring operational objects sectioned in half; In and Under a Rock, with cast lightweight concrete rocks on finger-safe hydraulic hinges concealing tidal creature shadowboxes; and Under a Lily Pad, an immersive crawl-through environment for toddlers
- Sony Metreon, San Francisco: Fabricated interactive exhibits for the Where the Wild Things Are permanent installation, including large mechanically triggered kinetic birds that descended from the ceiling when children activated floor switches, and a custom Whack-a-Mole variant featuring rubber Wild Things characters engineered to withstand continuous daily impact

Vendor & Project Management

- Sourced materials and coordinated fabricators, specialty vendors, and subcontractors across numerous concurrent projects
- Developed workback schedules, managed budgets, and evaluated vendor cost and time estimates
- Maintained quality control for all deliverables from files through fabrication and installation

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On-Site & Client-Facing Execution

- Led installation crews in live, client-visible environments for advertising, broadcast, and event work
- Supervised IATSE crews for major athletic events including the MLB All-Star Game and NFL Monday Night Football, executing custom staging and scenic builds within public venues, union rules, and event-locked schedules
- Served as primary production contact in client-facing settings

Clients included Nike, Harley-Davidson, Macy's/Marshall Field's, Oracle, Mercedes-Benz, Microsoft, McDonald's, Industrial Light & Magic, Grey Poupon, and Thermador. Broadcast work included sets for ESPN, ABC, Fox, PBS, and KQED

Contract Fabricator

The Exploratorium | San Francisco, CA | 1981–1982

- Lead builder on the McBean Theater — a quarter geodesic dome constructed into an existing architectural corner within the Palace of Fine Arts. Full scope from structural framing through interior finishing.

TOOLS & TECHNICAL SKILLS

- Shop fabrication: finish carpentry, cabinet-making, metal fabrication, casting and molding, sculpting, hydraulic and mechanical rigging, scenic painting and finishing
- Adobe Creative Suite (InDesign, Illustrator, Photoshop) | CAD drafting (2D; working knowledge of contemporary 3D tools)
- Microsoft Office (Excel, Word, Outlook) | Project management platforms (Asana)
- Prepress & print production workflows | Fabrication & installation documentation
- Shop safety protocols and production environment compliance

EDUCATION

BFA, STUDIO ART, Sam Houston State University