

FAIRLITH HARVEY

CREATIVE DIRECTOR | WRITER | EXPERIENTIAL DESIGNER

FAIRLITH.COM

CONTACT

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EDUCATION

AMERICAN MUSICAL AND DRAMATIC ACADEMY 2008 NYC

Music Theatre and Content Creation
3.9 GPA and VPS Honour Tour

VANCOUVER COMMUNITY COLLEGE 2012

Event Production

SCREENWRITING MASTERCLASS SERIES 2020

Mentors:
Jordan Stratford
Kat Montague

PROFICIENCIES

Scenic Design, Painting

Narrative Design and Treatments

Scripting & Dialogue

Blue Sky & Concept Development

Worldbuilding

Research and Synthesis

Problem-Solving

Gamification

Presentations & Pitching

Immersive Theatre Creation

PROJECTS

THE LAST RESORT, AN END-OF-A LIFETIME EXPERIENCE

Dreamqueen Collective/The Waldorf Hotel - Vancouver BC

2023 - Present

- Leading team of creative directors, show directors, choreographers, producers, and liaising with venue owners in the development of creative content including show concepts, scripts, and creative deliverables.
- Conceptualizing and scripting sixteen inter-woven immersive narratives totalling 15 hours of discoverable content in every 1.5-hour show including stage shows, one-on-one encounters, circus, and atmospheric activations.

BARBIE DREAMCONDO IMMERSIVE EXPERIENCE

Concord Pacific - Burnaby BC

2023 - 2024

- Led team of designers to create and build an immersive walkthrough aiming to relatably embody Barbie's versatility and inspire millennials to realize their homeownership dreams.
- Guests entered Barbie's interactive garden party, experiencing a loose narrative through exhibits of Concord Pacific's newest offerings, supplemented with themed treats, photo booths, glam stations, and musical performances. Finally, guests explored the 'Barbie Dreamcondo' junior suite model home, dressed as if Barbie decorated it herself.

ARTISTIC DIRECTOR

Geekenders Performing Arts Society

2009 - 2023

- Founded Geekenders, one of the Pacific Northwest's leading independent theatre companies. Geekenders productions, known for their inclusivity, warmth, and irreverent humor, have garnered a 'cult following' in Vancouver (per Vancity Buzz). The company's approach blends immersive theatre, dance, and vintage Vegas sparkle with a commitment to equitable hiring and positive guest experiences.
- Created over 60 original works, attracting over 150,000 Canadian audience members and 10 million YouTube viewers. Toured extensively.
- Highlights include 'Alice in Glitterland', which sold out the 2019 Vancouver Fringe Festival, 'Slumber Here', commissioned by the Surrey Arts Council, family-friendly Halloween immersive show for Fright Nights at Playland, an invitation to present two musicals at New York's 54 Below, and 'Kill the Ripper', which received a \$48,000 grant from the Canada Council for the Arts and was recommended by Washington DC's Helen Hayes Awards.
- Geekenders has been consistently recognized, including multiple top three placements in the Georgia Straight's Best of Vancouver.

SELECT CLIENTS

Whistler Village
Railway Museum of British Columbia
Barkerville Historic Town
54 Below NYC
Mars 2112 NYC
Surrey Arts Council
Chilliwack Arts Council
Sechelt Arts Council
Whitehorse Arts Council
The Pacific National Exhibition
The Ridge Theatre
The Park Theatre
The Rio Theatre

AWARDS AND HONOURS

- Recommended by Washington DC's Helen Hayes Awards for 'Kill the Ripper'
- Winner of OR Festival playwriting contest for 'Seven Minutes Till Heaven'
- .Georgia Straight's Best of Vancouver top three 2016-2019 for Geekenders
- Two Cents Two Pence Pick of the Fringe 2019 AS WELL AS their pick for one of the best Vancouver shows of 2019 for 'Alice in Glitterland'
- Granted in-kind dramaturgy and mentorship by Playwright's Theatre Centre for 'Alice in Glitterland'
- 2017 Costume Design Ovation Award for 'CATS'
- Spirit of the Fringe 2017, Honourable Mention for Artistic Risk for 'Slumber Here'
- The Vancouver Sun's Best wacky show 2015 for 'Nicolas Cage Burlesque'

PROJECTS (CONT.)

CREATOR/DESIGNER - THE NORTH POLE EXPRESS

Railway Museum of British Columbia - Squamish BC

2021

- Designed, scripted, and created an immersive two-hour adventure with original characters and interactive art installations.
- With a \$10,000 budget and two months of time, lived on site for two months to create installations, including an original dark ride through Santa's workshop, the North Pole (and hiring/training/rehearsing with all its residents), the North Pole Express Station, a street of shops run by teddy bears, and an explorable steam train adorned with tinsel and twinkling lights, featuring acrobats and singers performing in the aisles, and complimentary hot chocolate on the way to the North Pole.

WHISTLER VILLAGE STREET ENTERTAINMENT PROGRAMMER

Whistler Arts Council - Whistler BC

2017 Season

- Managed \$300,000 budget to animate Whistler Village, liaising with performers and tech to bring multiple concurrent activations to life daily.
- Conceived of/contracted/coordinated discoverable installations for all ages. For example: guests waved to mermaids frolicking in a stream, danced along to glittering show choirs and local musicians, and plunged their hands into a tide pool petting zoo sponsored by the Vancouver Aquarium.

ENTERTAINMENT PROGRAMMER, CREATIVE EVENT COORDINATOR, SHOW WRITER, HISTORICAL INTERPRETATION

Barkerville Historic Town - Barkerville BC

2011-2016

- Wrote and implemented interactive, historically accurate shows and tours, to be performed by historical interpreters. Examples include a 45-minute schoolhouse show, Dominion Day and Mid-Autumn Moon Festival programming, 20-minute dance and hurdy gurdy demonstration, 40-minute German-history tour, and 45-minute haunted Barkerville tour.
- Conceived of, developed, and sold out inaugural (and subsequent) 'Steampunk Geek Weekend,' which grew into Northern FanCon, a Cariboo Institution.
- Logged over 2400 hours as a historical interpreter.

HAUNTED ATTRACTIONS PERFORMER MANAGEMENT

Playland - Vancouver BC

2009-2012

- Managed/directed character performance, makeup artistry, and actor training for Canada's largest theme park haunt.
- Trained haunted house and roaming actors to embody uncanny physical characters, ensuring maximum guest scares and performer safety.

SHOW WRITER/PERFORMER/COSTUME DESIGNER

Mars 2112 - NYC

2007-2009

- Performed as fur and face characters and created programming, costuming, and scripts for a 30,000 sq ft themed dining experience in Times Square.