




LYRA LEVIN

Interactor



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About

Lyra Levin is an international performer and producer of immersive experiences that lower barriers to empathy. She specializes in centering the audiences' choices to deliver consequential stories. Her diverse backgrounds in circus, theatre, and mechanical engineering combine to create a unique and nimble player for the next generation of narrative storytelling.

Skills

Contact for reels and portfolios

Acting

Immersive Improvisation, Audience Interaction

Production

Event Design, Tour Booking, Casting

Movement

Circus (aerial, adagio), Fire, Dance

Voice

Character, Dialect, Soprano (range F3-F6)

Technical

Mechanical Engineering, Rigging, Fabrication

Education & Residencies

Odyssey Works

Immersive design

Third Rail Projects

Writing for immersive theatre

Voicetrax & Mindy Lym

Voice acting & Singing

Kinetic Theory & Diavolo

Circus & Dance

MIT

Mechanical Engineering & Media Studies

Select Experience

†Performer, §Producer, ¶Designer

- **Finnegan's Wake** † San Francisco, 2025-Present
Join the Finnegan family for a raucous Irish wake where the past won't stay buried, the wrong ghost appears, and a magical river reunites the living with the lost. [[48 Hills](#)]
- **Undersigned** † § ¶ -International Tour, 2024-Present
An incantation, a blindfold, a pointed discussion. This immersive thriller for an audience of one is a cult-favorite, No Proscenium Best-Of, and Underbelly pick for the Edinburgh Fringe. [[The Guardian](#)]
- **Message in a Bauble** † § International Tour, 2024-Present
The text message says: "You must be terribly busy with the forthcoming apocalypse, but something seems horribly wrong." Will you help EDIN, a sprawling artificial sentence grappling with its newfound mortality?
- **Hotel California** † ¶ Oakland, 2024
The surreal story of a true Hollywood haunting; a firsthand account of enthrallment and escape told through dance and circus. Principal & founding company member of the Hypothetical Circus.
- **Dreamspace** § ¶ Berkeley, 2024
A sprawling tech conference hosted in a shared dream, this sandbox promenade show redefined threshold experiences as guests escaped in the end through the window of the venue. [[No Proscenium](#)]
- **Democracy & Dragons** † § Los Angeles & Online, 2024
Tabletop celebrities and political leaders including Aabria Iyengar, Sean Astin, and Elizabeth Warren hosted a nationwide, interactive role-playing game to rally, build community, and fundraise for our future.
- **Sonic Sphere** § ¶ National Tour, 2022-2023
Led rigging and onsite operations for 3 iterations, including the fully-suspended, 20-meter diameter, 52-ton sphere from NYC's tallest grid at internationally-acclaimed art gallery, The Shed. [[New York Times](#)]
- **VTM: Bloodlines 2 Launch** † San Francisco, 2019
Psychological-experience distorting players' sense of time and memory inside the EX Award-winning (2020) augmented reality game promoting the new Vampire the Masquerade game at GDC. [[EX Award](#)]
- **The Attraction at Palace Games** ¶ San Francisco, 2018-2019
A Golden Lock winner, The Attraction changed the conversation with its advanced technology mixed with experience design emphasizing narrative cohesion and personal consequence. [[Room Escape Artist](#)]

Select Clients

Contact for references

Palace Games	Alice & Smith	Epic Immersive
13 th Floor Theatre	The Shed NYC	The Exploratorium
Google	Megabots	Paradox Entertainment
SF Immersive Summit	Hypothetical Circus	Vau de Vire