

Lizzie Nichols

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WORK EXPERIENCE:

Sony Pictures Animation | March 2014-present

Visual Development Artist

- Environment, Character, and Prop Designer and Painter on *Hotel Transylvania 2* and *Untitled Smurfs Project*. Create texture guides and lighting keys for handoff to 3D.

Rubicon Group Holdings (RGH) Entertainment | Jul 2012-present

Assistant Art Director/Lead Set Designer

- Address rapidly changing needs of production as dictated by the film's Director and Producer
- Responsible for developing visuals and driving the look of the film through the design of sets, BGs, props of a CG/Stere feature film
- Oversee three designers & provide creative direction and critique, to carry through the visual language of the film
- Collaborate with Art Director to create color and lighting design for the film
- Learn Maya and Zbrush software as a response to changing technology needs on the production
- Promoted to current position from original position as Background Painter

Rough Draft Studios | Oct 2011 - Jul 2012

Background and Prop Design

- Designed BGs and props for *Full English*, a BBC 4 animated series
- Define style of show as sole BG and prop designer for Adult Swim animated pilot
- Adapt to existing style of show as a BG and prop designer on *Futurama*

Walt Disney Imagineering | Oct 2010 - Oct 2011

Concept Art Intern, Creative Interactive Attractions

- Created concept art for new and existing experiences for properties such as Haunted Mansion, Pirates of the Caribbean Test Track and confidential unannounced projects, among others
- Quickly concept and visualize ideas working with Interactive and Connected Experience (online) teams to integrate in-park and online experiences
- Design through mood painting, concept art, storyboard, and sketch

Cartoon Network | Mar 2011 - May 2011

Freelance Background Painter

- Created background keys, comps and partials for show *Generator Rex*

Nick Wechsler Productions | Aug 2010 - Sep 2010

Concept Artist

- Created story beats, lighting studies and character designs for an animated feature pitch

Art Center College of Design

Teacher's Assistant: *Sketching for Illustration* with Bob Kato, Summer & Fall 2009

Teacher's Assistant: *Animal Magic* with Norm Schureman, Summer 2009

- Critiqued work, designed model scenes, developed semester curriculum
- Curated & contributed to exhibit of student work at Long Beach Aquarium of the Pacific

EDUCATION:

Art Center College of Design, Pasadena, CA | 2006 - 2010

- Bachelor of Science with Distinction: Entertainment Design
- Dean's List & Scholarship recipient | Spring 2009/Fall 2009, Spring 2010

Wellesley College, Wellesley, MA | 1999 - 2003

- Bachelor of Arts: Studio Art

SKILLS & ABILITIES:

Adobe Photoshop, Adobe Illustrator, Autodesk Maya, Google SketchUp

Diverse range of visual styles, confident in creative problem solving, thrives in a team environment, comfortable with pub