

DeanSherriff ConceptArtist

+1 310 295.7962 dean.sherriff@icloud.com deansherriff.com

Art Education:

Ontario College of Art and Design University / Toronto
AOCAD Graduate
Honours in Illustration

Art Directors Guild / IATSE 800 Member / Los Angeles
IATSE 891 Member / Vancouver

**Available to work in Canada and USA

Film Experience:

August 2019 - Present

'For All Mankind - Season 2' / Apple/Sony / Series
Concept Artist
PD: Dan Bishop

May - August 2019

'Thunder Force' / Netflix / Feature
Concept Artist
PD: Bill Brezski

January - May 2019

'WestWorld: Season3' / HBO / Series
Concept Artist
PD: Howard Cummings

May - December 2018

'Power' / Netflix / Feature
Concept Artist
PD: Naomi Shohan

July - September 2018

'Jumanji: The Next Level' / Sony Picture/ Feature
Concept Designer
Pre-Development with Director: Jake Kasdan

February - May 2018

'Godzilla vs Kong' / Legendary Entertainment / Feature
Concept Artist
PD: Owen Paterson

November 2017 - February 2018

'GeminiMan' / Paramount Pictures / Feature
Concept Artist
PD: Guy Dyas / Director: Ang Lee

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August - November 2017

'Equalizer 2' / Columbia Pictures / Feature
Concept Artist
PD: Naomi Shohan

July 2017

"NightFlyers" / Syfy / Series
Concept Artist
PD: Guy Dyas

November 2016 - June 2017

"Godzilla: King of the Monsters" / Legendary Entertainment/ Feature
Concept Artist
Duties: Pre-Production concept art for environments
PD: Scott Chambliss

July - November 2016

"A Wrinkle in Time" / Walt Disney Motion Pictures/ Feature
Concept Artist
Duties: Pre-Production concept art for environments
PD: Naomi Shohan Director: Ava DuVernay

May - September 2016

"Jumanji" / Sony Pictures/ Feature
Concept Artist
Duties: Pre-Production concept art for environments
PD: Owen Paterson

March - May 2016

"Nutcracker and the Fourth Realm" / Walt Disney Motion Pictures/ Feature
Concept Artist
Duties: Pre-Production concept art for environments
PD: Guy H. Dyas

August 2015 - March 2016

"Guardians of the Galaxy 2" / Marvel Entertainment/ Feature
Concept Artist
Duties: Pre-Production concept art for environments
PD: Scott Chambliss

September 2014 - July 2015

"DeepWater Horizon" / Lionsgate/ Feature
Concept Artist / Storyboard Artist
Duties: Production concept art and Storyboards
PD: Chris Seagers

September - October 2014

"Sponge Bob 3" / Paramount Animation / Feature
Development Concept Artist
Duties: Worked with the creator to develop environments for future films
Creator: Stephen Hillenburg

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March - August 2014

“The Fantastic Four” / 20th Century Fox/ Marvel / Feature

Concept Artist

Duties: Production concept art and VFX concept art

PD: Chris Seagers

March - May 2014

“The Graveyard Book” / Walt Disney Motion Pictures/ Feature

Concept Artist

Duties: Pre-production development concept art for a Neil Gaiman Story

Production Designer: Guy H. Dyas

February - March 2014

“Testament” / Voltage Pictures / Feature

Concept Artist

Duties: Pre-production concept art

March 2013 - February 2014

“Jurassic World” / Universal Pictures/ Feature

Concept Artist

Duties: Production key concept art for the film

PD: Ed Verreux

September - October 2013

“Fifty Shades of Grey” / Universal Pictures / Feature

Concept Artist

Duties: Production concept art for the ‘Red Room of Pain’

May - October 2013

“Furious 7” / Universal Pictures/ Feature

Concept Artist

Duties: Production concept art for the film

Production Designer: Bill Brzeski

June - August 2013

“The Giver” / The Weinstein Company / Feature

Concept Artist

Duties: Produced pre-production concept art for the environment.

PD: Ed Verreux

August 2012 - February 2013

“Redemption Of Cain” / Sony Pictures / Overbrook Entertainment / Feature

Concept Artist

Duties: Production concept art for the film to be directed by Will Smith.

Production Designer: Tom Sanders

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June - August 2012

"300: Rise of the Empire" / Warner Bros. Pictures / Legendary Pictures / Feature

Concept Artist

Duties: Production concept art for the sequel in Sofia, Bulgaria

PD: Patrick Tatopoulos

April - May 2012

"Matterhorn" / Walt Disney Motion Pictures / Feature

Concept Artist

Duties: Pre-production concept art

PD: Rick Carter

February - April 2012

"The Order of Seven" / Walt Disney Studios Motion Pictures / Feature

Concept Artist

Duties: Responsible for developing environments and concept art

PD: Alex McDowell

November 2010- February 2012

"After Earth" / Sony Pictures/ Feature

Concept Artist

Duties: Responsible for developing environments and concept art

PD: Tom Sanders

April - June 2011

"Jetsons" / Warner Bros Pictures / Feature

Concept Artist

Duties: Responsible for developing pre- production environments and concept art

PD: Jim Bissell

December 2010 - February 2011

"Harker" / Appian Way / Feature

Concept Artist

Duties: Responsible for developing pre- production environments and concept art

September 2010 - March 2011

"Mission Impossible - Ghost Protocol" / Paramount Pictures / Feature

Concept Artist

Duties: Responsible for developing pre- production environments and concept art

PD: Jim Bissell

March - August 2010

"Rise of the Planets of the Apes" / 20th Century Fox / Feature

Visual Effects Illustrator

Duties: Developed storyboards for action sequences of digital apes for the director

Director: Rupert Wyatt

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March - July 201

“Red Riding Hood” / Warner Bros Pictures / Feature

Concept Artist

Duties: Responsible for developing environments and concept art for the director

PD: Tom Sanders / Director: Catherine Hardwicke

March 2010

“Betwixt” / Warner Bros Television / Pilot

Concept Artist

Duties: Responsible for developing pre- production environments and concept art

December 2009 - March 2010

“Immortals” / Relativity Media / Feature

Concept Artist

Duties: Responsible for developing environments and concept art

PD: Tom Foden / Director:Tarsem Singh

July - December 2009

“Sucker Punch” / Warner Bros Pictures / Feature

Concept Artist

Duties: Responsible for developing environments and concept art and props.

PD: Rick Carter / Director: Zack Snyder

December 2008 - June 2009

“Percy Jackson & The Olympians: The Lightning Thief” / 20th Century Fox / Feature

Concept Artist

Duties: Responsible for developing environments and concept art

PD: Howard Cummings / Director: Chris Columbus

July - December 2008

“Tooth Fairy” / 20th Century Fox / Feature

Concept Artist

Duties: Responsible for developing environments and concept art

PD: Marcia Hinds

June 2008

“Virtuality” / Universal / Pilot

Concept Artist

Duties: Responsible for developing environments and concept art

May - July 2008

“Cats & Dogs: The Revenge of Kitty Galore” / Warner Bros Pictures / Feature

Concept Artist

Duties: Responsible for developing environments and concept art

June 2007 - April 2008

“Watchmen” / Warner Bros Pictures / DC Comics / Feature

Concept Artist

Duties: Responsible for developing environments and concept art

PD: Alex McDowell / Director: Zack Snyder

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April - June 2007

"Flash Gordon" / RHI Entertainment / TV Series

Concept Artist

Duties: Responsible for developing environments and concept art

May - June 2007

"The Day the Earth Stood Still" / 20th Century Fox / Feature

Concept Artist

Duties: Responsible for developing pre- production environments and concept art

January - May 2007

"The Incredible Hulk" / Universal Pictures / Marvel Entertainment / Feature

VFX Illustrator

Duties: Responsible for developing VFX storyboards and VFX concept art

July - December 2006

"Fantastic 4: Rise of the Silver Surfer" / 20th Century Fox / Feature

Concept Artist

Duties: Responsible for developing pre- production environments and concept art

April - July 2006

"Are We Done Yet" / Revolution Studios / Feature

Concept Artist / Storyboard Artist

Duties: Responsible for developing concept art and Storyboard the action sequences

March 2005 - March 2006

"X-Men: The Last Stand" / 20th Century Fox / marvel Entertainment / Feature

Illustrator

Duties: Responsible for developing environments, concept art, costume / character development, VFX concept art and Storyboarding action sequences.

November 2005 - February 2006

"Night at the Museum" / 20th Century Fox / 1492 Pictures / Feature

Concept Artist

Duties: Responsible for developing environments and concept art

January - March 2005

"In the Name of the King: A Dungeon Siege Tale" / Brightlight pictures / Feature

Concept Artist

Duties: Responsible for developing environments and concept art

August 2004 - April 2005

"Fantastic 4" / 20th Century Fox / Feature

VFX Illustrator

Duties: Responsible for developing storyboards for VFX and the director

April - July 2004

"The Talisman" / Dreamworks SKG / Kennedy Marshall / Feature

Concept Artist

Duties: Responsible for developing pre- production environments and concept art

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March - April 2004

“Elektra” / 20th Century Fox / Feature

Concept Artist

Duties: Responsible for developing environments and concept art

August 2003 - February 2004

“Catwoman” / Warner Bros. Pictures / Feature

Concept Artist

Duties: Responsible for developing environments and concept art

PD: Bill Brzeski

January - August 2003

“Paycheck” / Paramount Pictures / Feature

Concept Artist

Duties: Responsible for developing environments and concept art and storyboarding with director John Woo

PD: William Sandell

July - December 2002

“John Doe” / FOX Television / TV Series

Concept Artist / Storyboard Artist

Duties: Responsible for developing environments and concept art and storyboards

April - July 2002

“X-Men 2” / 20th Century Fox / Marvel Entertainment / Feature

Concept Artist

Duties: Responsible for developing props and costume designs

PD: Guy H. Dyas

April 2002

“Saint Sinner” / Universal / Pilot

Concept Artist / Storyboard Artist

Duties: Responsible for developing environments and concept art and storyboards

March - April 2002

“Scream Team” / Disney Television / Feature

Concept Artist

Duties: Responsible for developing environments and concept art for sets, props and costumes

March - September 2001

“Don’t Eat the Neighbours” / Sextant Entertainment / Granada Media UK / TV Series
Art Director / Production Designer / Visual Development

*The show was nominated for Gemini Award (Canadian Award) for Best Art Direction

References available upon request