

Wesley Gunn

Art Director & Scenic Artist, ADG Local 800

w.a.gunn@gmail.com (818) 284 9606 <http://wesleygunn.space>

PROFILE:

For over 15 years Wesley Gunn has shepherded crews of artists and craftspeople, and sought to harmonize the visual, tactile, and sonic elements that are vital to creating memorable, immersive, story-rich worlds. Wesley's knowledge and experience with design, fabrication, and narrative engagement have contributed to the success of projects in the realms of Film, Theme Parks, and Theatre. He continues to seek new stories to develop, explore, and share with the world.

WORK HISTORY:

- GENTING SKYWORLDS THEME PARK** (2016-2021) **Art Director** (*Genting Malaysia Bhd.*)
(Formerly *20th CENTURY FOX WORLD MALAYSIA*)
Genting Highlands Resort, Malaysia Lands/Attractions included *Studio Plaza, Central Park, Asteroid Arcade, Robots Rivet Town, Ice Age.*
- UNIVERSAL STUDIO STORE** (2016) **Lead Scenic Artist** (*The Blakely Co.*)
Universal Studios Hollywood - Citywalk
- THE WIZARDING WORLD OF HARRY POTTER** (2015-16) . . **Lead Scenic Artist** (*Adirondack Studios*)
Universal Studios Hollywood
- YOTLUNGERDAL**, Short Film (2012-15) **Director, Producer, Writer, Art Director, Composer**
Independent; Dir. Wesley Gunn
- CSI: LAS VEGAS**, TV Series Finale (2015) **Scenic Artist** (*CBS*)
CBS; Art Dir. Tom Wilkins
- CAPITAL ONE**, Commercials (2014-15) **Scenic Artist, Standby Artist** (*Powerhouse*)
Capital One; Dir. Spike Lee; P.D. Bo Welch; Art Dir. Simon Morgan
- FAST AND FURIOUS: SUPERCHARGED** (2014-15) **Lead Scenic Artist** (*Adirondack Studios*)
Universal Studios Hollywood
- THE SIMPSONS/SPRINGFIELD** (2015) **Scenic Artist** (*Adirondack Studios*)
Universal Studios Hollywood
- DESPICABLE ME: MINION MAYHEM** (2013-14) **Lead Scenic Artist** (*Adirondack Studios*)
Universal Studios Hollywood
- MONSTER CHALLENGE**, Short Film (2013) **Scenic Artist, Prop Maker, Sculptor**
Independent; Dir. Michael Giacchino; Art Dir. Amelia Brooke
- FAMILY GAME NIGHT**, TV Series (2012-13) **Prop Maker, Sculptor**
Hasbro Entertainment; Prop Master Michael Gump
- NAUGHTY OR NICE**, TV Movie (2012) **Scenic Artist, Sign Painter**
Maple Island Films; P.D. Marlena Feeherly
- TWINKLE TIME!**, Web Series Pilot (2012) **Art Director**
Independent; Dir. John Ruff
- TRANSFORMERS: THE RIDE 3D** (2011-12) **Lead Scenic Artist** (*Adirondack Studios*)
Universal Studios Hollywood
- YO GABBA GABBA!**, TV Series (2011) **Prop Maker, Sculptor**
The Magic Store / Nickelodeon; Prop Master Michael Gump
- THE WIZARDING WORLD OF HARRY POTTER** (2008-10) . . **Lead Scenic Artist** (*The Nassal Co.*)
Universal Studios Orlando
- HARD ROCK PARK**, Theme Park (2007-08) **Lead Scenic Artist, Sculptor** (*The Nassal Co.*)
Myrtle Beach, SC

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WORK HISTORY (Cont.):

EARTH Vs. MARS, Short Film (2006) **Art Director, Set Construction**

Dir. Jeffrey Ashkin

MONSTER KILLERS!, Short Film (2006) **Art Director, Puppet Maker, Miniature Set Construction,**

Dir. Andrew Reiber

MADCOW THEATRE CO. (2006-10) **Prop Master, Set Designer, Scenic Artist**

Orlando, FL

Productions included *Shipwrecked!*, *Forbidden Broadway*, *Pericles*, *The Seagull*, and *Present Laughter*.

HAMLET (2006) **Art Director, Set Designer, Set Construction, Props**

The Martin Theatre; Panama City, FL; Dir. Liz Sutton-Stone

MACBETH (2005) **Art Director, Set Designer, Set Construction, Prosv**

The Martin Theatre; Panama City, FL; Dir. Liz Sutton-Stone

THE BALD SOPRANO (2004) **Director, Art Director, Set Designer, Set Construction,**

The Martin Theatre; Panama City, FL

ADDITIONAL SHOPS:

ABC Studio Set/Paint Shop (2011-14) **Scenic Artist**

CBS Studio Set/Paint Shop (2011-13) **Scenic Artist**

Barnacle Bros Sculpture & Fabrication (2011-14) **Scenic Artist, Sculptor**

Powerhouse Sets (2012-15) **Scenic Artist**

LA Fabricators (2012-15) **Scenic Artist, Sculptor**

SKILLS:

Software: Adobe Photoshop, Illustrator, InDesign, Premiere, Fresco; Affinity; Ableton;
Microsoft Office (and Mac/Google equivalents)

Field Art Direction	Drawing
Concept Design	Painting
Scenic Design	Scenic/Faux Painting
Color & Material Development	Mural Painting
Set Design/Fabrication	Museum-Quality Finishes
Prop Design/Fabrication	Sculpting (Figures, Characters, Props, etc)
Models and Miniature Sets	Purchase/Maintenance of tools & materials

EDUCATION:

BFA - Studio Arts; University of Central Florida; 2006

REFERENCES:

Kirk Axtell

Show Producer, Universal Studios

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Matt Reardon

VP Project Administration, Adirondack Studios

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Michael Earl

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