Hi! I'm an art director, designer and Illustrator.I work for directors and production designers to create sets, graphic design and previz for commericals and TV. Clients include Netflix, Hulu, Absolut, Adidas and Gilette. I spent most of my career in New York, making commercials for Screen Gems and working indie films.

**Work highlights:**

**Production Designer,** Narrator, Music Video, Dogstar, 2023

I designed Unreal environments for Aloe Blacc's video, "Golden". We shot at Orbital stages in Los Angeles.

**Production Designer,** Narrator, Music Video, Dogstar, 2023

I designed setpieces and Unreal environments for Keanu Reeves' band Dogstar. "Everything Turns Around" was shot at the Epic volume stage at Nant studios in Los Angeles.

**Art Director,** Freelance, commercials, 2004 - present

I art direct commercials for production designers in New York and Los Angeles . Spots are available on my website at ivanhurzeler.com/artdirector. Clients have included Farmer's Insurance, Modelo, Cadillac, Canon and many others.

**Commercial Illustrator,** Freelance, commercials, 2004 - present

I'm an illustrator and graphic designer for TV and commercials. My clients include Hulu, ESPN, NBC and many others. My portfolio is at ivanhurzeler.com/illustrator.

**Art Director,** Radical Media, Netflix, Madoff: Monster Of Wall Street

I art directed the limited series Monster Of Wall Street by director Joe Berlinger. The series required over 20 sets, including a full scale replica of the Lipstick Building in New York City. The strory took place over several time periods and required builds on stage and on location.

**Art Director,** Radical Media, Netflix, Crime Scene Season 1 and 2

I art directed Crime Scene, Seasons 1 and 2 by director Joe Berlinger. The recreation series was shot on several stages in New York City, set in the 1970's and 80's.

**Instructor**, Studio Arts, 2023

I designed a course for Studio Arts in Los Angeles: SketchUp to Unreal. The course covers set building in SketchUp, and importing that work into Unreal. I also teach a 15 hour course in SketchUp from beginner to expert.

**Skills/Software:**

Google Suite, Adobe Suite, Sketchup, Unreal Engine, Stable Diffusion, Midjourney

**Portfolio/Links:**

imdb.com/name/nm13286558/?ref_=fn_al_nm_3

ivanhurzeler.com/artdirector

ivanhurzeler.com/illustrator

**References:**

Michael Krantz, Production Designer, ADG Local 800        makantz@gmail.com

Bryan Hodge, Production Designer, NY Local 829        hodgedamnit@earthlink.net

Tina Carter, Owner, Narrator Inc.        tina@nr8r.com

**Education:**

**Bachelor of Arts, Film and Video**, Rhode Island School of Design