

Ivan Hurzeler - Art Department

917.514.3601 / acidhorizon@gmail.com / [portfolio: ivanhurzeler.com](http://portfolio:ivanhurzeler.com)

Intro:

As an art director I create sets, graphic design and 3D concept work for commercials and TV. I began as a PA, and worked as a decorator. I'm a member of the Art Director's Guild, Local 800, but I work non-union. I also teach SketchUp and Unreal in LA. I live and work in Los Angeles and New York.

Work highlights:

Art Director, Missing Pieces, Bai beverage Event, April 2024

I designed and rendered a 2500 square for a Bai event project featuring Sidney Sweeney.

Art Director, Hungry Man, Superbowl campaign, October 2023

I was asked to design sets for construction and VFX for several Oreo spots. The designs were used for concept illustration, construction and VFX.

Production Designer, Narrator, Music Video, Aloe Blacc, 2023

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

Production Designer, Narrator, Music Video "Everything Turns Around", Dogstar, 2023

Keanu Reeves's band Dogstar needed several dynamic space and urban environments for the video "Everything Turns Around". I designed Unreal environments for the volume stage at Nant Studios

Commercial Illustrator, Freelance, commercials, 2004 - present

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

Art Director, Radical Media, Netflix, Madoff: Monster Of Wall Street, 2022

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 story 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, 2021

I art directed Crime Scene, Seasons 2 and 3 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-present

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 SketchUp course, from beginner to expert.

Portfolio/Links:

[imdb.com/name/nm13286558/?ref_=fn_al_nm_3](https://www.imdb.com/name/nm13286558/?ref_=fn_al_nm_3)

ivanhurzeler.com/illustrator

ivanhurzeler.com/artdirector

Education:

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

PFI Freediving Certification, Lance Lee Davis at Spear-It SoCal, 2019