

Selected Work Experience

▪ Set Design

National Treasure - Single Camera (Season 1)**Disney+ / Celtic Studios, Baton Rouge, LA**

Production Designers:

Charles Lagola, Scott P. Murphy, Arlan "Jay" Vetter

Art Director: Chet Maxwell

Lead Set Designer, 2021 - 2022

Duster - Single Camera (Pilot)**HBOMax / North Center Production, Tucson, AZ**

Production Designer: Scott P. Murphy

Art Director: Chet Maxwell

Lead Set Designer, 2021

Dead To Me - Single Camera (Season 3)**Netflix / Riverfront Studios, Los Angeles**

Production Designer: Jaclyn Hauser

Lead Set Designer, 2021

From Scratch - Single Camera (Limited Series)**Netflix / Raleigh Studios, Hollywood**

Production Designer: Laura Fox

Lead Set Designer, 2021

The Unicorn - Single Camera (Season 1 & 2)**CBS Network / Paramount Studios, Hollywood**

Production Designer: Cabot McMullen

Lead Set Designer, 2019- 2021

Veronica Mars - Single Camera (Season 4)**HULU / Warner Bros. Television, WB Studios, Burbank**

Production Designer: Craig Stearns

Lead Set Designer, 2018- 2019

Lethal Weapon - Single Camera (Season 2)**FOX / Warner Bros. Television, WB Studios, Burbank**

Production Designer: Fred Andrews

Sr. Set Designer, 2017- 2018

Crazy Ex-Girlfriend - Single Camera (Season 3)**CW / CBS Television Studios, North Hollywood**

Production Designer: Stephen McCabe

Lead Set Designer, 2017

A Star is Born - Feature Film**Warner Bros. Studios, Burbank**

Production Designer: Karen Murphy

Sup. Art Director: Bradley Rubin

Sr. Set Designer, 2017

▪ Art Direction

Who's Line Is It Anyway (Comedy Gameshow)**The CW / Angst Productions**

Exec. Producers: Dan Patterson, Mark Leveson

Production Designer: John Ivo Gilles

Art Director, 2015 - 2016

Future Shock - Multi-cam (Pilot)**Nickelodeon / Paramount Studios, Hollywood**

Exec. Producers: Nat Bernstein, Mitch Katlin

Production Designer: Matthew Carey

Art Director, 2015

Monopoly Millionaire's Club (Gameshow)**Hasbro / Game Show Network**

Production Designer: John Ivo Gilles

Asst. Art Director, 2014

Untitled Kevin Hart Project - Multi-cam (Pilot)**ABC Television / Fox Studios, Los Angeles**

Exec. Producers: Niel Goldman, Garrett Donovan

Production Designer: John Shaffner

Asst. Art Director, 2014

Men at Work - Multi-cam (Season 2 & 3)**TBS Television / Sony Studios, Culver City**

Exec. Producers: Jamie Tarses, Brekin Meyer

Production Designers: Greg Grande, Matthew Carey

Assistant Art Director, 2012 - 2014

The Garcias Have Landed - Multi-cam (Pilot)**Disney XD / Occidental Studios, Los Angeles**

Production Designer: Kristan Andrews

Assistant Art Director, 2013

Its Worth What!? (Gameshow)**Merv Griffen Entertainment****CBS Radford Studios, Studio city**

Production Designer: John Ivo Gilles

Assistant Art Director, 2011

The Academy Awards Red Carpet & Pre-show**A.M.P.A.S., Hollywood, Ca.**

Art Director: Robert Rang

Assistant Art Director, 2009 - 2011

Education

Art Center College of Design, Pasadena, Ca.
B.F.A. Illustration/ Entertainment Design, 2008

Pasadena City College, Pasadena, Ca.
Associate of Arts, 2005

Studio Arts, Los Angeles, Ca.
VectorWorks 1- Certificate of completion, 2008
VectorWorks 2- Certificate of Completion, 2010

Publications

calisphere.universityofcalifornia.edu
Silkscreen Seriagraph, 1998

Painting the Towns: Murals of California
Published by RJD Enterprises, 1997

PERSPECTIVE: The journal of the Art Directors Guild
Excellence in Production Design, 2011

Affiliations

Local 800 - Art Directors Guild
American Institute of Architects (AIA) - Associate

Skills

Digital
Adobe Photoshop/ Adobe Illustrator/ Trimble Sketch Up/ Trimble Lay Out/ Nemetschek VectorWorks
Nemetschek Bluebeam/ Autodesk Revit/ Microsoft Office

Analog
Painting/ Visual Development/ Concept Design/ Illustration/ Storyboards/ Matte painting
Scenic Art/ Backdrops/ Model Making/ Sculpture/ Set Design and Construction/ Custom Fabrication
Prop and Furniture Design / Stage Production/ Materials and Design Research/ Presentation

Interests

Family/ Music/ Philosophy/ Outdoors/ Hiking/ Mountain Biking/ Wood Craft/ Fine Art
Design Processes/ Progressive Architecture/ Sustainable Technology/ Theatre Design/ Stage Craft

Contact

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