

MICHAEL CARNEY

PRODUCTION DESIGNER & ART DIRECTOR | IMMERSIVE SPORTS & KINETIC INSTALLATIONS

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PROFESSIONAL PROFILE

A Production Designer and Art Director specializing in large-scale, interactive physical challenges and immersive sporting environments. Proven track record designing high-throughput, mechanically complex installations and managing international vendors, diverse design teams, and cross-functional fabrication. Adept at bridging creative visual identity with structural feasibility, spatial planning, and municipal safety compliance for massive, fast-paced environments.

CORE COMPETENCIES & TECHNICAL SKILLS

Design & Execution

- Kinetic Exhibit Design
- Spatial & Site Planning
- Project Previsualization
- Structural Feasibility
- Visual Identity Execution

Management & Operations

- Design Team Management
- Vendor Identification
- Local Government Compliance
- Client Management
- Cross-functional Integration

Software Proficiencies

- Sketchup, Vectorworks
- Blender, Twinmotion
- Photoshop, Illustrator
- Windows/OS fluent

PROFESSIONAL EXPERIENCE

Supervising Art Director | Mr Beast / Beast Games

2024–2026 (non-exclusive)

- Directed the design and spatial execution of the largest competitive reality installations built to date, ensuring optimal user flow and high-impact visual aesthetics.
- Led feasibility, safety assessments, and engineering coordination for massive mechanical obstacle setups and interactive kinetic games.
- Managed international site logistics, viability studies, and vendor procurement across multiple countries—skills highly applicable to global mega-projects.

Supervising Art Director | Arete Custom Builds

2019–2026 (non-exclusive)

- Led the visual and structural design of iconic physical challenge installations (Wipeout, Ultimate Slip N Slide), focusing on durable, high-impact mechanical resets.
- Directed cross-functional integration between Special Effects (SPFX), structural teams (Grip), and fabrication departments to ensure safe, repeatable interactive experiences.
- Generated 3D previsualization for spatial planning, executive pitches, and technical fabrication of massive interactive environments.

Production Designer & Art Director | Smith and Co

2011–2018 (freelance and non-exclusive)

- Production Designed large-scale athletic environments including American Ninja Warrior and the NFL Pro Bowl Skills Showdown, balancing high-performance sports requirements with immersive aesthetic design.
- Spearheaded site planning and footprint optimization for national installations, documenting rigorous structural and safety needs for municipal government approvals.
- Integrated brand activations and corporate sponsorships seamlessly into the physical environment and overall visual identity.

SELECTED INSTALLATION & BROADCAST PROJECTS

PRODUCTION / GAMES DESIGN

American Ninja Warrior (Seasons 8-10)	Smith and Co
Team Ninja Warrior (Seasons 1-2)	Smith and Co
NFL Pro Bowl Skills Showdown	Smith and Co

SUPERVISING ART DIRECTOR / GAMES DESIGN

Beast Games (Seasons 1-2)	Mr Beast
Wipeout (Rebrand)	TBS / Arete Custom Builds
Ultimate Slip N Slide	NBC / Arete Custom Builds
The Final Straw	ABC / Arete Custom Builds
Schooled	Netflix

ART DIRECTION

American Ninja Warrior (Seasons 3-7)	Smith and Co
Big Brother (Season 25)	CBS
Holey Moley (Season 2 Show Open)	ABC
Punk'd (Multiple Seasons)	MTV
Scare Tactics (Multiple Seasons)	Syfy

EDUCATION AND AFFILIATIONS

- **Art Directors Guild (IATSE Local 800)** - Active member, continuously participating in the newest industry training and technological advancements.
- **Eastern Michigan University** - Theater Program