

Cynthia J Halley

Visual Development & BG Design

cjhalleyart@gmail.com • cynthiahalley.com

Experience

- 2019 - Current **Visual Development Artist - Marvel Studios**, Burbank, CA
Helped establish visual style & art/production pipeline from scratch for "What If" animated series. Designing original locations and translating existing locations (from reality and the MCU) into animated style, to be hooked up with new 3D models and live action set reference. Working across all departments in close coordination with 3D modelers, painters, character designers, and multiple vendors.
- 2018 - 2019 **Background Designer - Nickelodeon**, Burbank, CA
Designed backgrounds, props, and environments for "Rise of the Teenage Mutant Ninja Turtles." Ensured continuity between multiple shots & sequences
- 2017 - 2018 **Background Designer - Titmouse**, Hollywood, CA
Designed key backgrounds, props, & storyboard/environmental hookups for Amazon's "Niko and the Sword of Light", and Adult Swim's TV series "The Venture Brothers"
- 2014, 2015, 2016, 2017 **Visual Development Artist - Sony Pictures Animation**, Culver city, CA
Created original prop & Environment designs (pre-production & production), concept art, and assisted in character design & style development for multiple films & projects. Worked directly with Production Designers, Directors, Story, and Marketing.
- 2015 - 2017 **Visual Development Artist - Original Force Feature Animation**, Culver city, CA
Designed & packaged original props, concept art, & environments
Assisted in style development, character design, & story for multiple film projects.
- 2015 **Background Painter/Concept Artist (Freelance) - Dreamworks TV**, Glendale, CA & NY
Worked with producers to develop concept pieces and pitch artwork for Dragons TV show
- 2014 **Background Designer & Illustrator - Lego Systems Inc.**, Future Lab
Designed & Painted backgrounds and assets for animations and in-company pitches.
- 2014 **Concept Artist - Disney Interactive**, Glendale, CA
Created concept art, presentations, paint-overs, and finished art for mobile and console games. Worked closely with artists & art directors, game designers & developers, and marketing.

Recognition & Involvement

- 2016 - 2019 **Guest Speaker** - Art Center College of Design Pasadena, CA
- California State University Northridge, CA
- New West Charter School Los Angeles, CA
- 2016, 2017, 2018 **Workshop Assistant Instructor** - Will Weston, Society of Illustrators, Los Angeles, CA
- 2011, 2014 **Fine Art Group Shows** - The Brewery Art Colony, & Hive Gallery - Los Angeles, CA

Skills

Digital - Photoshop, Illustrator, InDesign. Familiar with Powerpoint, Corel Painter, Maya, Solid-Works, & Sketchup.

Traditional - Figure & perspective drawing, textiles/sewing, paint, wood, metal, paper craft, clay.

Education

- 2009 - 2013 **Art Center College of Design** - BFA with honors in Illustration

References

Marcelo Vignali - Art Director of Visual & Concept Development, Disney Television Animation, CA
Sandra Rabins - Executive Vice President - Paramount Animation, Los Angeles, CA
Paul Lasaine - Production Designer/Art Director - Marvel Studios, CA

Please inquire for reference contact information.