



katie arnett

## SCENIC DESIGN & TECHNOLOGY

## CONTACT ME:

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## EDUCATION

### UNIVERSITY OF MICHIGAN

#### Bachelor of Fine Arts

#### Theatre Design and Production

Concentration in Scenic Design

## HARD SKILLS:

- Hand Drafting
- Scenic Design
- Traditional and Digital drawing
- Prop Design & Fabrication
- Vectorworks
- Adobe Illustrator
- Adobe Photoshop
- 3D Printing (Ultimakers and Ender 3)
- 2D and 3D texturing
- Scenic Painting
- Scenic Carpentry
- Color Matching

## SOFT SKILLS:

- Creativity
- Collaboration
- Problem Solving
- Adaptability
- Interpersonal Skills
- Critical Thinking
- Time Management
- Enthusiasm

## EXPERIENCE

### UNIVERSAL STUDIOS HOLLYWOOD

#### Lead Painter Halloween Horror Nights | May 2022 - Present

- Leading scenic paint team in completing two HHN mazes
- Creating samples, organizing team and communicating with the art department regarding scenic treatments

#### Scenic Artist | Jan 2022 to Present

- Maintaining scenic finishes in Super Nintendo World
- Wood grain, aging, rust, straight painting

### ACOUSTIC MEDIA PRODUCTIONS

#### Production Assistant / Poster Designer | June - Aug 2021

- Provided production support and designed the official poster.

### FLUTTER & WOW MUSEUM PROJECTS

#### Scenic Artist | Jan to March 2021

- Responsible for replicating paint treatments for the installation of MOPOPS Marvel: Universe of Superheroes exhibit

### WALGREEN SCENERY SHOP

#### Assistant Tech Director | Sept 2019 to April 2020

- Created budgets, cut sheets and led students through construction of scenic pieces. Worked closely with the designer and director. Ran load in and strike.

#### Scenic Carpenter | Sept 2016 to March 2020

- Constructed scenery, prepped paint surfaces, read draftings

### CONCEPT ART, CREATURE DESIGN, STORY ART

#### Duderstadt Groundworks | Dec 2019 to August 2020

- Created concept art & story boards
- Designed original creatures and created short animations

### ASSISTANT CREATURE DESIGNER

#### Basement Arts - She Kills Monsters | Feb to April 2019

- Assisted the Creature Designer in designing and building dragon puppets and sculpting/3D printing creature masks