Education

 BFA Production Design with a concentration in Set Design & Art Direction

Minor in Concept Design for Animation and Games

The Savannah College of Art and Design

Graduation: June 2023

4.0 GPA

Awards

- SCAD Dean's list honors 2019-2023
- 2023 3rd Act Ovations Awards - Best Scenic & Prop Design in a Student Club/Grad Thesis Production
- 2023 SCAD Sidewalk Arts Festival 1st Place - Best Group

Softwares

Adobe Photoshop

Adobe Illustrator

Adobe InDesign

Adobe After Effects

Microsoft Suite

- Rhino 3D
- SketchUp

Technical Skills

• Illustration

Concept Design

Scenic Design

Drafting

3D Model Making

Scenic Painting

Charlotte O'Dell

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Work Experience

Scenic Artist - Adirondack Studios September 2023-Present

Scenic painting in both shop and on-site environments for themed entertainment, utilizing tools such as scenic spray guns, brushes, and rollers. Responsibilities include but are not limited to reading design drawings and carrying out design intent through various different paint finishes.

Production Experience

Co-Production Designer - Natasha, Pierre, & the Great Comet of 1812

March 2023-May 2023

Fabricated and sourced props, and created and installed the scenic design for an immersive student run production. Created and painted scenic elements. Awarded for scenic & prop design (3rd Act Ovations).

Stop Motion Fabrication Artist - Symbiotic January-March 2023

Created set dressing/props for stop-motion student film. Sculpted props and created silicone molds that were cast with 2-part plastics, and painted props.

Practicum

January-March & September-November 2022

Worked in the scene shop scenic painting and constructing sets for productions of All Shook Up and Ten Minute Plays.

Prop Designer/Fabricator - Sense & Sensibility

March-May 2022

Designed, created, and painted props for the play Sense & Sensibility both individually and with a team.

Prop Designer/Fabricator - Everybody March-May 2022

Designed and created props for the play *Everybody*. Worked with various tools and machines in the scene shop to create props.