



Isabella Hampton Lee

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Savannah College of Art & Design

BFA - Production Design - May 2024
Minor - Themed Entertainment
Dean's List - 2021, 2022, 2023, 2024

Skills

Technical Skills

Concept Design
Production Design
Visual Development
Concept Sketching
Illustration/Rendering/
Drafting
Storyboarding
Scenic Painting
Sculpting
Fabrication
Model Making
Environment & Prop Design
Presentation
Design Research

Software

Procreate
Photoshop, Illustrator
Rush
SketchUp
LayOut
VRay
Apple iWork
Microsoft Office
Google Workspace

Professional Skills

Creativity
Critical Thinking
Problem Solving
Communication
Teamwork
Organization
Attention to Detail

Related Classwork

- Visual Culture in Context
- Interpreting the Script
- Designing the Environment
- Illuminating the Narrative
- Technical Drawing for Entertainment
- Computer-Aided Entertainment Design
- Digital Rendering for Entertainment
- Scenic Painting
- Scenographic Model-making
- Themed Entertainment Field Experience

Work Experience

SHOP TECHNICIAN – Savannah Scenic Services, Savannah 3/24 - Present

- Sculpted creatures/props.
- Created digital graphics, hand-painted graphics.
- Scenic painting, textures, and basic carpentry.

ART INTERN – Paradox Studios, Dubai 6/23 - 12/23

- Illustrated storyboards and shooting boards based on provided scripts for Six Flags Qiddiya, Saudi Arabia. Prepared pitch decks for client review.

TEXTILE DESIGNER – Jamie Young Company, Los Angeles 1/23

- Created pattern designs for a suite of lamps for manufacture.

SET TECHNICIAN, JR. PROP DESIGNER – Creature Effects, Inc., Los Angeles 6/21 - 9/22

- Lead Project Hand - gift-wrapped both live and matching animatronic horse on-set for a national Capital One commercial.
- Created digital art for creature fabrication (*Slotherhouse*, 2023); organized and cataloged primary props; collected fabrication materials.
- Handled initial client contact, interaction and coordination with upper management, managed computer systems and website.

Project-Based Experience

TOP 10 FINALIST & BEST WRITING AWARD WINNER – Haunt Comp 2023 & 2024

- 2X finalist in a national educational competition to create an original haunted maze. Pitch, judged by industry experts, included story (won individualized award 2023) schematics, concept and character drawings, staffing analysis and master plan.

PROP MASTER, ASSIST. SET DESIGNER – Beautiful - SCAD, Savannah 9/23 - 3/24

- Assisted in research through creation of final set design. Assisted in building scale set model. Member of 4-person team responsible for sourcing and procurement of props for entire production.

ART DIRECTOR – Press Start - Senior Thesis Film, Savannah 1/24 - 3/24

- Transformed existing bar to customized environment; created new graphics for existing arcade games; fabricated and painted props. Maintained aesthetic continuity on set.

CHARACTER TEAM – SCADPro Haunt & Plague Productions, Bluffton 10/23

- Developed a Haunt for Plague Productions based in the Prohibition 1920s featuring characters based upon local legends. The team created the story, characters, costumes/makeup, and schematics over a period of two weekends.

ASSISTANT SET DESIGNER – Pippin - SCAD Spring Production, Savannah 3/23 - 5/23

- Eyes and ears on the ground for Erica Hemminger, Set Designer for SCAD production of *Pippin* while Ms. Hemminger worked remotely from NYC.
- Created set models, interfaced with production team.

THEMED ENTERTAINMENT IMMERSIVE EXPERIENCE – SCAD, Orlando 12/22

- One of 16 students selected (the only junior) for immersive, intensive themed entertainment educational experience with behind-the-scenes exposure to leaders and their firms in the themed entertainment industry.

COSTUME TEAM – Mr. Burns - SCAD Spring Production, Savannah 3/21 - 6/21

- As a freshman joined senior costume team for *Mr. Burns, A Post-Electric Play*. Designed costumes in Act II. Designed/fabricated masks for Homer and Lisa.