



## Isabella Hampton Lee

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## Savannah College of Art & Design

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

### Skills

#### Technical Skills

Concept Design  
Production Design  
Visual Development  
Concept Sketching  
Illustration/Rendering/  
Drafting  
Storyboarding  
Scenic Painting  
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
- Dressing the Persona
- 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

#### 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 for Pottery Barn.

#### 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

#### 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.

#### TOP 10 FINALIST & BEST WRITING AWARD WINNER – Haunt Comp 3/23 - 5/23

- Finalist in a national educational competition to create an original haunted maze. Pitch, judged by industry experts, included a story, schematics, concept and character drawings, staffing analysis and a detailed master plan.

#### 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.