

# Reid Monninger

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## CONCEPT DESIGN & VISUAL DEVELOPMENT

Enthusiastic storyteller with a strong emphasis on design, and the motivation to tackle any challenge to create the best story. Personable and relatable communicator at all levels and helpful team player.

### TECHNICAL SKILLS

UI | Concept Design | Illustrations | Adobe Photoshop | Maya | Sketchup | Z-Brush | Unity | Rendering

### PROFESSIONAL EXPERIENCE

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| <b>Freelance Concept Artist</b>   | Oct. 2019 – Present    |
| <ul style="list-style-type: none"><li>Oversee environment, character, and weapon design for a mobile game currently in pre-production.</li></ul>  |                        |
| <b>Background &amp; Prop Designer</b> , Rough Draft Studios Inc./Futurama   | June 2022 – Present    |
| Disenchantment  | Aug. 2019 – Oct. 2020  |
| <ul style="list-style-type: none"><li>Create design and lay-out of various backgrounds and props for line based animated series.</li></ul>  |                        |
| <b>Background Designer</b> , Bento Box/Grimsburg  | March 2022 – May 2022  |
| <ul style="list-style-type: none"><li>Designed preproduction backgrounds environments for the show Grimsburg.</li></ul>   |                        |
| <b>Concept Designer</b> , Jam City Mobile Games/Avatar Project Eden   | Oct. 2021 – March 2022 |
| <ul style="list-style-type: none"><li>Designed environments, assets, and props including characters as well as rendering icons and assets which went directly into the game.</li></ul>  |                        |
| <b>Background &amp; Prop Designer</b> , Nickelodeon Animation/Unannounced Project   | May 2021 – Aug. 2021   |
| <ul style="list-style-type: none"><li>Designed environments for a pre-production short and layouts of various backgrounds using the same environments.</li><li>Built Color Cards based off the shorts color script.</li></ul>                                   |                        |
| <b>Background Design and Lighting</b> , Warner Bros. Studio/Scooby-Doo Halloween  | Aug. 2021              |
| <ul style="list-style-type: none"><li>Hired as a freelance background designer for a seventy-minute Halloween special feature.</li><li>Conceptualized value fills for various backgrounds with minimal design references.</li></ul>                             |                        |
| <b>Visual Development &amp; Backgrounds</b> , ClassDojo/The Mojo Show   | June 2019 – Oct. 2019  |
| <ul style="list-style-type: none"><li>Hired through Densetsu Productions to work on ClassDojo's line based animated The Mojo Show.</li><li>Designed and painted backgrounds and characters as well as separating assets that would later be animated.</li></ul> |                        |

### EDUCATION

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| Brainstorm School, Visual Development, Mark Wabe                          | 2021 |
| Brainstorm School, Digital Color and Light, Mike Hernandez                | 2021 |
| Concept Design Academy, Background Design, Khang Le                       | 2019 |
| <b>Bachelor of Fine Arts</b> , Illustration, Art Center College of Design |      |