Megan A. Parish

EXPERIENCE

Production Designer- Project
Sept 2023- Current
Associate Production Designer- Project
May 2022-Sept. 2023
Universal Studios Hollywood

•Develop and create seasonal signature in-park entertainment events, shows, and photo opportunities at Universal Studios Hollywood theme park by creating concept illlustrations, print ready graphics, 3D models, and show set packages.
•Select materials, paint colors and finishes, source props and decor.
•Perform in-field onsite art direction, art quality checks during and following installation and construction process ensuring design intent fidelity.
•Collaborate and communicate with vendors in all stages of development, engage in shop visits and work together to find solutions to challenges in fabrication.
•Understand budgets and feasibilty of project scope while discovering innovative ways to engage the guests in story.
•Key Projects: Halloween Horror Nights Food Overlay Program (2022-Current), Grad Bash 2023, EVE 2022, Grinchmas (2022-2024), Universal Summer Plaza- Studio 60th Retrospective 2024

Scenic Artist
June 2015-May 2022
Freelance, Various. Recent:

•Scenario (Feb. 2022-May 2022)
- Painted installed architecture, scenic, and prop elements for Super Nintendo World Hollywood in shop and on-site.

•Mattel Model Shop via Knowledge Services (June 2021-Jan 2022)
- Interpreted artist renderings and RFPs into painted, sculpted, and fabricated props, sets, and scale models for commercials, videos, and photoshoots. Integrated IP and brand marketing into fabrication.

•Scenic Highlights (Aug. 2019)
- Painted "The Curse of Pandora's Box" in multi-step UV paint for Universal Studios Hollywood's Halloween Horror Nights five weeks on location. Created samples for art director, communicated progress with head project lead, and planned workday schedules for crew of five.

Production Designer
Sept 2020-May 2021
California Institute of the Arts

• Developed story and defined artistic goals for the conceptual design of an immersive hotel as part of the CalArts School of Theater Spring 2021 Festival.
• Developed supporting graphics and concept art with period research.
• Assumed role of project lead in Jan 2021 for team of six. Maintained schedules, conducted check-ins, built budgets and reported to festival management.

Entertainment Art Crew Lead
May 2016-Dec. 2020
Disney Live Entertainment

• Delegated event set up teams as working leader for four years.
• Transported, maintained, and installed entertainment scenic assets and signage, as well as set decoration for events across the Disneyland Resort.
• Corresponded with Art Directors and art specialists to anticipate project needs for install/strikes.

Entertainment Painter
Seasonal: 2013, 2015, 2016
Knott's Berry Farm

• Painted original mazes and shows as part of team for Halloween Haunt event for three seasons (2013, 2015, 2016). Highlighted project: Elvira's Asylum (2015)
• Prepared props, applied and aged wallpaper and faux finishes; field installation during third shift.

CONTACT

megan.a.parish@gmail.com
meganparish.com
LinkedIn: meganparish

EDUCATION

MFA, Scenic Design 2021
Applied Arts specialization
California Institute of the Arts
Valencia, CA

BA, Technical Theatre 2015
BA, French
Summa cum laude
Chapman University
Orange, CA

PROGRAMS

Adobe Photoshop	Microsoft Word
Adobe Illustrator	Microsoft Excel
Adobe InDesign	MS Powerpoint
SketchUp	Keynote
AutoCAD	Rhino 3D
ProCreate	DropBox
Google Docs	Wrike

SKILLS

Digital Illustration
Show Set Package Creation
In-Field Art Direction
Material Comprehension
Contruction Literacy
Creative Development
Design Development
Project Management
Theatre Arts Training
Scenic Art
Set Dressing
Hand Tools, Power Tools
French Proficiency

AWARDS

The Walt Disney Company Scholarship 2019-2021
A prestigious scholarship for talented students supported by the Walt Disney Company, upholding the legacy of CalArts and Walt Disney.