

Megan A. Parish

WORK EXPERIENCE

Scenic Artist- Model Shop

Knowledge Services for Mattel

June 2021-Current

- Interpret artist renderings into painted, sculpted, and fabricated props and sets for commercial, video, and photoshoot purposes.
- Create scale models and paint treatments based on text briefs.
- Support brands and IPs artistically for internal and external marketing while maintaining confidentiality for Mattel Trade Shows and Productions department.

Production Designer

California Institute of the Arts

Sept 2020-May 2021

- 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.
 - Established narrative concept for the project and maintained design integrity
 - Developed supporting graphics and concept art while providing period appropriate 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.
- For more info, see: Beyondtheveilexperience.com

Teaching Assistant- Photoshop, Illustrator

California Institute of the Arts

Sept 2020-May 2021

- Assisted the Digital Techniques I class in Fall 2020 and the Digital Techniques II class in Spring 2021, covering Adobe Photoshop, Illustrator, InDesign and other practical digital art and organizational skills.
- Created paperwork, kept administrative notes, and facilitated critiques for a class of twenty students.
- Conducted office hours to assist with student work in listed programs.

Entertainment Art Crew Lead

Disney Parks Live Entertainment

May 2016-Dec 2020

- 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 anticipated project needs during set ups and strikes.

Scenic Artist

Contracted by Scenic Highlights

August 2019

- Painted "The Curse of Pandora's Box" in multi-step UV paint for Universal Studios Hollywood's Halloween Horror Nights on location, in construction zone for five weeks.
- Served as a temporary stand-in lead for vendor maze crew for one week of work: created samples for art director, communicated progress with head project lead, and planned workday schedules for crew of five.

Entertainment Painter

Knott's Berry Farm, Buena Park, CA Seasonal; 2013, 2015, 2016

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

CONTACT

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EDUCATION

MFA in Scenic Design

Applied Arts Specialization 2021

California Institute of the Arts
Valencia, CA

BA in Technical Theatre

BA in French

2015

Chapman University

Orange, CA

Graduated summa cum laude

PROGRAMS

Adobe Photoshop	Fusion360
Adobe Illustrator	Google Docs
Adobe InDesign	Microsoft Word
SketchUp	Microsoft Excel
AutoCAD	MS Powerpoint
Maya	Keynote
ZBrush	Slack

SKILLS

Digital Illustration
Drawing Package Literacy
Presentation Creation
Design Development
Project Management
Themed Entertainment Design
Research Oriented
Scenic Art
Sculpting
Set Dressing
Hand Tools, Power Tools
CA Driver's License
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.