

designing and executing period accurate, location-based environments for studio features, prestige television and independent films.

Sean White

Art Director /
Assistant Art Director

contact

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experience

Jaime Lovell / MARFA LIGHTS - Indie Feature

Art Director | Alpine and Marfa, TX, LA | **Sept 2024 - December 2024**

Designed and managed all location-based production design in Texas and Los Angeles
Led a small art department team.

ELLIOTT GLICK / HALLOWEEN ENDS (RESHOOTS) - Rough House/Blumhouse/Universal

Art Director | Savannah, GA | **June 2022 - July 2022**

Managed location sets for reshoot unit. Scouted and surveyed new locations. materials sourcing and ordering. Oversaw creation of new junkyard finale sequence. Picture car supervision.

RICHARD A. WRIGHT / HALLOWEEN ENDS - Rough House/Blumhouse/Universal

Assistant Art Director | Savannah, GA | **December 2021 - May 2022**

Supervised on location sets. Site surveys tech scout packet creation. Materials sourcing and ordering. Produced design concepts, graphics and build packages. Picture car supervision.

RICHARD A. WRIGHT / THE RIGHTEOUS GEMSTONES S2 - Rough House/HBO

Assistant Art Director | Charleston, SC | **January 2021 - October 2021 (9 episodes)**

Archival research and direction of 1968 Memphis sanitation strike protest sequence and survivalist religious strongman camp. Research for a 90s period episode. Materials sourcing and ordering

RICHARD A. WRIGHT / HALLOWEEN KILLS - Rough House/Blumhouse/Universal

Assistant Art Director | Wilmington, NC | **June 2019 - November 2019**

Researched and recreated Michael Meyer's house recreation 1960s and modern day time periods Produced tech scout packets, concept work. Picture car supervision.

RICHARD A. WRIGHT / THE RIGHTEOUS GEMSTONES S1 - Rough House/HBO

Assistant Art Director | Charleston, SC | **December 2018 - May 2019 (9 episodes)**

Research into megachurches and televangelism. Joel Osteen style modern church stage build in arena. Video creation and playback. Picture car management.

RICHARD A. WRIGHT / HALLOWEEN (2018) - Rough House/Blumhouse/Universal

Art Director | Charleston, SC | **September 2017 - June 2018**

Budgeting and cost tracking. Research. Farmhouse on location builds and on set recreations. Secret prepper basement. Burning sets, multiple times. A lot of fun.

JAKE KUYKENDALL / SUPPORT THE GIRLS - Indie Feature

Art Director | Austin, TX | **March 2017 - May 2017**

set design and building the main restaurant set in an old run down Twin Peaks building. Multiple sets in a single location. Industrial kitchen. Working bar.

JAKE KUYKENDALL / MR. ROOSEVELT - Indie Feature

Art Director | Austin, TX | **March 2016 - May 2016**

Budgeting and cost tracking. Supervised on location sets. Picture car supervision.

RICHARD A. WRIGHT / VICE PRINCIPALS S2 - Rough House/HBO

Assistant Art Director | Charleston, SC | **July 2015 - November 2015**

overseeing some major set build aspects but mostly focused on location work. Scouting, measuring, designing, graphic work, concept work

RICHARD A. WRIGHT / VICE PRINCIPALS S1 - Rough House/HBO

Art Production Assistant | Charleston, SC | **Novemver 2014 - July 2015**

Essential PA duties. Drawing distripution and organization.

skills

- + Location scouting and site surveying
- + Set design and technical drafting (SketchUp, Morpholio, CAD)
- + Budgeting and cost tracking (Numbers, Excel)
- + Adobe Creative Suite (Photoshop, Illustrator, InDesign)
- + Prop fabrication and scenic construction
- + Graphics and signage for screen
- + Photography
- + Video editing and playback
- + Tech scout packets, pitch decks and presentation materials

references

ELLIOTT GLICK
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RICHARD WRIGHT
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ALEX MCCARROLL
ART DIRECTOR

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