

# CHAD SPAULDING

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## Experience and Accomplishments

**Scenic Painter; Universal Studios Hollywood; Hollywood, CA:** *(September 2021 – February 2022)*

- Theme painting of props and show sets for Hollywood Horror Nights, Water World, Simpsons, Grinchmas, and soon to open Super Nintendo World.

**Freelance Artist/Illustrator; Whittier CA:** *(April 2019 – August 2021)*

- Created graphics, illustrations, signs, and paintings for various clients.
- Daniel's Wood Land: sculpted and painted props and computer kiosks for use in the interactive MagiQuest RPG. Utilized proprietary materials and techniques to sculpt and paint faux wood/ivy, and stonework.

**Scenic Painter; Scenario/Walt Disney Imagineering "Star Wars Galaxy's Edge"; Anaheim CA:** *(March 2018 – April 2019)*

- Selected by Walt Disney Imagineering for Star Wars Galaxy's Edge rockwork team.
- Assisted WDI field art directors to achieve desired look and feel of the largest single-theme park expansion in Disney history.
- Designed graphic paint themes and techniques, to create specific surface treatments, including mineral deposits, oxidation, and other organic textural effects.

**Scenic Paint Supervisor; Queen Mary, "Dark Harbor and Chill"; Long Beach CA:** *(August 2017 – January 2018)*

- Hired, and motivated a team of scenic artists, and led them through completion of world class holiday entertainment experiences.
- Responsible for scenic color design, paint selection, mixing, and matching
- Created paint and supply orders, tracking and allocation of resources throughout the term of projects
- Coordinated with production design, build, and set-decoration teams for completion of props and set structures

**Scenic Painter; Scenario/Walt Disney Imagineering "Rivers of America"; Anaheim CA:** *(April 2017 – July 2017)*

- Theme painting of Disneyland's "Rivers of America" frontier expansion project.
- Surface effects for various environments; arid rocks, waterfalls, lake shores, and dimensional moss
- Use of various paint tools and applications, color design, mixing and matching

**Freelance Illustrator; Whittier CA:** *(March 2010 – March 2017)*

- Created original graphics, illustrations, signs, and paintings for various clients
- Client List: Seta Dine/Lounge, The 6740, The Cellar, Chrome Guy, Mexicali Beer, New

Canton, Off The Hook, The Chicken Koop, and author Dr. Rubin Johnson

**Graphics Department Manager: OR Concepts Applied, Whittier CA:** *(August 1999 – February 2010)*

- Created illustrations, graphics, and animations to support complex R&D software, for autonomous and semi-autonomous route planning and air vehicle tasking for aerospace and DoD clients, including US Air Force (AFRL), Pentagon, Darpa, Boeing, and the US Navy.
- Provided visual imagery in the form of posters, PowerPoint presentations, printed visual aids, marketing brochures, software tutorial videos, and white paper graphics
- Software design support and wireframing UI/UX in Photoshop, and built using Java Swing
- Successful tradeshow preparation, software testing, bug tracking/reporting, and development of software testing procedures
  - Provisional Secret Clearance: status; inactive

**Freelance Illustrator/Animator; Oceanside CA:** *(March 1997– August 1999)*

- Created an animated TV commercial, game art, and illustrations for clients
- Client List: Try J Advertising/Lexus of Carlsbad, Ceta Soft, Interplay, Allyson LeBlanc
  - The Tour: aired on channel 8 and 7/39 in San Diego & N. County San Diego, in 1998 – 99, winner “Silver Telly Award” best animated commercial spot in category, 1999
  - Beat The House 2: Published by Interplay, 1997

**Game Producer, Designer/Art Director; Studio Arts Multimedia, Carlsbad CA:** *(August 1994 – March 1997)*

- Produced, designed, and art directed all aspects of game creation
- Hired and built talented motivated teams, delegated tasks, and provided support
- Scheduled, budgeted, and provided resources for production from inception through final build and testing
  - Arthur, The King, The Sword, The Legend: Published by Hoffman and Associates, 1998

**3-D Artist; Angel Studios, Carlsbad CA:** *(July 1993 – August 1994)*

- Designed and created 3-D characters, environments, color and light for animated rewards trailers, “Ecco2, The Tides of Time”
- 3D artist, Peter Gabriel’s music video “Kiss that Frog”
  - Ecco2, The Tides of Time: Published by Sega, 1994
  - Peter Gabriel’s music video “Kiss that Frog”, winner “MTV Best Visual Effects award”, 1994

## Summary of Qualifications and Skills

### Digital Skills and Graphics Tools:

- Adobe CC (Photoshop, Illustrator, After Effects, etc.), Corel Painter, Maya, 3D Studio Max, Microsoft suite, and various other productivity packages
- Read and write HTML, CSS, and some Java
- Creation and maintenance of various websites
- Wireframe UI/UX

### Analog Skills & Painting Tools:

- Classically trained painter and illustrator; drawing and painting of characters,

environments, vehicles, tech, props, murals, and signs.

- Theme painting, faux finishes, rockwork, wood graining, metal patinas, glazes, washes, masking, acid staining, trompe L'oeil, and three-dimensional organic surface treatments
- Traditional artist brushes, HVLP cup guns, air brushes, airless sprayers, and 3D texture and masking techniques for multiple affects,
- Foam carving, clay sculpting, fiberglass work, polyester filler/sanding.

## **Education**

**Concept Design Academy CDA:** *(2007 – 2010)* Character design, environment design, and speed painting workshops

**Gnomon School of Visual Effects:** *(2003 - 2005)* Environment design, anatomy and figure

**Watts Atelier:** *(1998 - 2002)* Anatomy, figure, and portrait

**University of California San Diego/SuperComputer Center - UCSD/SDSC:** *(1993 – 1994)* 3D Computer Graphics and Animation

## **References**

Roland Miller  
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Walt Disney Imagineering  
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