

Amanda Lodge

Storyboards | Development | Design | Illustration

www.amandajanelodge.com | amandalodgeart@gmail.com

EXPERIENCE

Color Design & Paint Artist | Walt Disney Imagineering (full-time) Mar 2025 - Present

additional roles: **Murals & Props Designer** (Mar 2018 - Aug 2022), **VFX/Digital Designer** (internship 2015-16)

- Designed and painted large-scale blacklight artwork including background murals, props, and practical effects
- Lead the Digital Production Art effort for a team of artists on select projects
- Submitted estimates for budgeting & scheduling, and kept artist tracking sheet updated for scope items in progress
- Color consulting & QC for innovative blacklight applications - animation integration, FX, and R&D

some past credits include:

Mickey and Minnie's Runaway Railway, Frozen Ever After, Zootopia: Hot Pursuit, Na'vi River Journey, Enchanted Tale of Beauty and the Beast, Remy's Ratatouille Adventure, Star Wars: Galaxy's Edge

Storyboard Revisionist | Warner Bros Animation - Bat Fam (full-time) Apr 2024 - Feb 2025

- Addressed notes, cleaned-up drawings, hooked-up poses, and tied-down character models for a 2D stylized, action-comedy Batman series

Concept Designer | Sideshow - unannounced Marvel project Mar - Apr 2024

Storyboard Layout Supervisor | A24 - #1 Happy Family USA, seasons 1&2 (full-time) Nov 2022 - Feb 2024

additional credits: **Character Layout Artist & Storyboard Revisionist**

- Managed and worked alongside a team of 16 artists, completing Cleanup & Layout on 25 minute production boards
- Focused on expressive, dimensional acting with special attention to cultural authenticity
- Utilized Blender and Sketchup models to render BGs that matched perspective of boards or thumbs
- Lead team meetings & 1:1 reviews, prepared assignments for handouts, maintained dept. schedule
- Communicated with Supervising Director, Editors, & Production team about script, design, and progress updates

Character Designer | Awesome Inc. - The Ren & Stimpy Show Mar 2022

Development & Storyboard Artist | Anomaly Entertainment - Shark Week Nov 2022

Storyboards, Animation, Paint | Artificial Stupidity Inc. - various projects w/ Simone Giertz Jul - Oct 2022

Illustrator & Development Artist | Magnus Rex Creative - various projects Feb 2017 - Jun 2021

Amulet: Supernova for Scholastic Publishing | Backgrounds & Color
The Threshing for Story Grid Publishing | Novel Cover Illustration
Amazon Papercraft | Illustration & Design
Honda WeGo Commercial | Color Keys

Artist | Carbonated Inc. (full-time) Jan 2017 - Mar 2018

- Concept and Production Art for 2D & 3D mobile games
- Development consulting & art for mobile games projects with Mattel

SOFTWARE & SKILLS

Storyboard Pro, Photoshop, Blender, Maya, Sketch-Up, Substance Painter, Premiere Pro, Resolve, Procreate, Illustrator
Storyboarding, Story Revisions, Animation, Character Design, Prop Design, Development, Writing, Painting, Sculpting

RECOGNITION & ACTIVITIES

SJSU Animation & Illustration Course Instructor, Spring 2023 | WIA Mentor Circle - Developing Adult Animated Comedy w/ Sachi Ezura, 2023 | THEA Award for Outstanding Achievement: Mickey & Minnie's Runaway Railway, 2021 | One World - Careers in the Arts Panelist (rep. Disney Imagineering), 2020 | Animation & Story Tutor 2018-2022 | Intel Rapid-Prototyping Competition 1st Place Scholarship Winner, 2015 | Disney ImagiNations Design Competition Finalist, 2015

EDUCATION

San Jose State University | BFA in Animation/Illustration, Minor in Business Management | 2016 Grad Cum Laude