

# Amanda Lodge

Storyboards | Development | Design | Illustration

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## EXPERIENCE

**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

**Color Design & Paint Artist | Walt Disney Imagineering (full-time)** Mar 2018 - Aug 2022

*additional roles:* **Murals & Props Designer (contract), 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
- Color consulting & QC for innovative blacklight applications - animation integration, FX, and R&D

*some 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*

**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

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## 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

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## 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

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## EDUCATION

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