

# Amanda Lodge

Storyboards | Supervising | Development | Design

www.amandajanelodge.com | amandalodgeart@gmail.com

## EXPERIENCE

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

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

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

**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 - seamless media, effects, and animation integration
- R&D consulting for Blacklight painting and effects

*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

*some projects include:*

*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

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

## RECOGNITION & ACTIVITIES

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WIA Mentor Circle - Developing Adult Animated Comedy w/ Sachi Ezura, 2023 | San Jose State University Animation & Illustration Course Instructor, Spring 2023 | THEA Award for Outstanding Achievement on Mickey & Minnie's Runaway Railway, 2021 | One World - Careers in the Arts Panelist (representing Disney Imagineering), 2020 | Creative Academics Art & Animation Tutor, 2018 | FIRST Robotics Artist and Competition Event Volunteer, 2017 | Intel Rapid-Prototyping Competition 1st Place Winner & Scholarship Recipient, 2015 | Disney ImagiNations Design Competition Finalist, 2015

## EDUCATION

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