



Phone: (409) 291-0440

Chad@StoryByChad.com

Professional Experience

DreamWorks Animation | Glendale, CA

July 2021 – Present

Storyboard Revisionist - Unannounced Production | September 2021 - Present

- Responsible for ensuring that storyboards align with creative ambitions, vision, and style for each episode
- Work closely with the Locking Director to discuss the objectives of the storyboard revisions: ask questions, clarify notes, and ensure revisions are completed per the feedback provided to enable final episode lock and sign off
- Ensure deadlines are consistently met and communicate progress of work to supervisors and to appropriate production staff

TV Story Trainee - Summer 2021 | July 2021 - September 2021 (3 months)

- 70% of work hours devoted to Storyboard Revisionist work and attending key meetings such as script handouts and episode lock sessions to observe and ask questions
- 30% of hours devoted to attending classes within the Storyboard Trainee curriculum and completing program assignments and projects
- Work closely with assigned industry mentor to develop and pitch a final presentation showcasing a 1-minute storyboard sample completed over the course of the training program

Supervisor references available upon request!

Welsonworks | Greater Seattle Area | Visual Storytelling Consultant

September 2003 - Present

- Storyboard illustration and creative writing (scripts, outlines, and treatments) for animation, live-action, and interactive media
- Design game systems and economies centered around immersive narrative experiences

Indigo Slate | Bellevue, WA

September 2014 – March 2019 (4 years, 7 months)

Game Designer (Consulting Contract) | September 2017 - March 2019 (1 year 7 months)

- Designed game systems, LiveOps economies and immersive mixed reality experiences for Microsoft Azure Gaming
- Responsible for conceptual design and visual language of variety of game worlds and characters

Senior Illustrator & Motion Designer | September 2014 - August 2017 (2 years 11 months)

- Responsible for small team of designers/illustrators crafting assets for motion graphics and interactive media
- Visual development for AR/VR platforms such as HoloLens, Vuforia, and Windows Mixed Reality

Awards

Best in Show: ArtOrder Dragonworld

Georgia and The Dragon

Winner: Best in Show & Sequential Art Categories

Judges: James Gurney, Todd Lockwood, Jon Schindehette

“Best Drawer”

Mrs. Dodge’s 2nd Grade Class

Hamshire-Fannett Elementary School



Skills

- Drawing
- Visual storytelling
- Staging & Composition
- Character Acting & Design
- Film language
- Screenwriting
- Story structure
- Game Design
- Flight
- Super strength
- Hyperspeed
- Written & Verbal Communication

Software Expertise

- Storyboard Pro
- Photoshop CC
- AfterEffects CC
- Blender 2.8
- Unity 3D
- Unreal Engine

Education

Action/Adventure Storyboarding

Steve Ahn’s Storyboarding Workshop | 2021

Teacher: Steve Ahn

Storyboarding for Animation

Rad How-To School (Online) | 2020

Mentors: Chris and Justin Copeland

The Oatley Academy of Visual Storytelling

Online | 2014 – 2021

Industry mentoring in animation production design, visual storytelling, and visual development.

Hogwarts School of Witchcraft & Wizardry

Scotland, UK | 1992 – 1999

House Slytherin | Major: Cryptozoology

Xavier Institute of Higher Learning

Westchester, NY | 1986 – 1992

Primary & Intermediate Education

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