

THOM SCHILLINGER

CONCEPTUAL DESIGNER

FORMAL EDUCATION

Art Center College of Design-Alumni BS in Transportation Design Fall 1991
Center for Creative Studies College of Art and Design-Undergraduate Work Transportation Design 1985-1986
Colorado Institute of Art-Commercial Art Prep School Program Graduate "CAPS" 09-84
Cherry Creek High School-Area Vocational Training- " Commercial Art " Craig Lincoln Instructor 1984 to 1985

DESIGN SKILLS

15 years Experience with 3DS Max (Current up to Max 2010+FR+Vray) 3D Designer, Modeler, and Animator
17 years Experience with Adobe PhotoShop (Current through Version CS2/3)
27 years Experience as 2D sketch Artist and Prototype Modeler in All mediums, Wood, Clay, Steel

FULL-TIME WORK EXPERIENCES

The Cimarron Group: 3D Design Director 10-03 to 10-09
BLT and Associates Inc: 3D Art Director-Designer 07-01 to 10-03
Launch Media Inc: 3D Art Director-Monthly 3D Interactive Magazine on CD-ROM and Broadband 10-99 to 01-01
Landmark Entertainment Group: Conceptual Designer- M&M's Las Vegas Themed Attraction 09-97 to 02-98
Walt Disney Interactive: 3D Art Director-Magic Kingdom CD-ROM Interactive Game 08-96 to 08-97
Zen Entertainment: Creative Director-Digital Media creation for clients in Korea and Japan 10-95 to 03-96
Luminous Media Inc: Creative Director- CD-ROM Development Studio for Real Time 3D games 02-95 to 10-95
Hearst Animation: Art Director- TV Animated Series of "Phantom 2040" and "The New Flash Gordon" 04-93 to 02-95

FREELANCE WORK EXPERIENCES

THEME PARK DESIGN CLIENTS

Paramount Parks: 3D Illustration work for "Themed Pavilion" 04-01 to 03-02
Paramount Parks: 3D Illustration work for "Star Trek The Experience" 12-00 to 01-01
Walt Disney Imagineering: Lead Show Designer -EPCOT Center "Millennium Village-Scotland Exhibit" 08-99 to 10-99
Walt Disney Imagineering: Show Designer - Tokyo "Flying Dutchman" for Tomorrow land 06-99 to 08-99
Walt Disney Imagineering: Show Designer - Paris "Flying Dutchman" for Adventure land 04-98 to 06-99
Walt Disney Imagineering: 3D Illustrator for Production-Paris "Second Gate" 04-98 to 06-99
MCA Universal Creative: Show Designer for Production-Florida "Men In Black" Attraction 03-98

NEW MEDIA CLIENTS

Heavy Iron Studios: Environment Concept Design for 3D "Scooby Doo" PS2 04-01 to 07-01
Cyan Inc: Creative Direction, Visualization and Brainstorming for "Project Mudpie" 01-01 to 04-01
G9 Music Media: 3D Illustration and Design for "Generation to Generation" CD-ROM Family History 10-00 to 11-01
Walt Disney Interactive: 3D Layout Design- CD-ROM Interactive Game "Tigger" 08-96 to 08-97
Sony Picture Image Works: 3D VRML modeling with textures - "Godzilla Website" 08-97 to 11-97
Walt Disney Interactive: Layout Design- Magic Kingdom CD-ROM Interactive Game 06-96 to 08-96
Troon: Animated Character Design-Absolute Vodka Website "BOT BAR" 04-96
Global Media Net: 3D Digital Modeling-CD-ROM Game "Schizoid" 05-96
Motion Media: Storyboard-Korean International Airport " 3D Fly through Concept" 05-96
Sega Interactive: Character Designer-16 Bit Games "Molecule Man" and "Char" 02-93

ANIMATION CLIENTS

VCA productions: Production Designer-3D Animated Feature "DESCENT" 10-97 to 10-98
Wildstorm Production: BG Layout and Props- 2d Animated Feature "Gen-13" 06-96 to 11-96
Hyperion Animation: Prop Design- 2nd Season 2D Anim. Series "Happily Ever After" 10-96 to 05-97
Hearst Animation: Storyboards- 2nd Season 2D Animated Series "Phantom 2040" 02-95 to 04-95

MOTION PICTURE + TELEVISION CLIENTS

Walt Disney Theme Park Productions: Prop Designer -Imagineering Ride Film 10-97
Design Setters: Prop +Set Design - Various Television Spot clients 03-92 to Present
Rhythm and Hues: Storyboard Artist - 3D IMAX Format Ride Film "Race to Atlantis" 05-96 to 08-96
DQ Films: Storyboards -TV Spots "Lincoln, Pontiac, and Dodge" 04-96 to 06-96
Rhythm and Hues: Set+Concept Designer- TV Spot "Mazda MX-6" 03-92 to 08-93
Dream Quest Images: Storyboard Artist- TV Spots "Chevy, Mitsubishi, Honda x-ray" 05-92 to 01-93
Praxis Filmworks: Concept Designer-TV Spots "Cadillac STS", "Dodge Dakota, and Caravan" 05-95

PRODUCT AND INTERIOR DESIGN CLIENTS

Goutam Mitra Designs: 3D Product Design and Modeling for Electronic Device 05-01 to 10-01
Silversti California Inc: Display+Prop Designer for Mannequin Manufacturing Co. 03-92 to 10-92
John Thomas Designs: Restaurant Designer+Illustrator- "Asylum+Café Morpheus" 07-92 to 04-93

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