

SEAN J. PANDO

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QUALIFICATIONS: Visual Development and Background Lead Artist with 8+ years in TV animation creating stunning believable worlds within animated stories through the power of design, lighting, and color.

INDUSTRY EXPERIENCE

Warner Brothers Animation, Burbank, CA

Visual Development Artist, Scooby-Doo and the Mystery Pups Nov 2022 - Present

- Design rough concepts and production-ready artwork for the 3D preschool series.
- Tasked with creating the design and final look for important prebuild assets used across the series, including: the organic style guide of all trees, plants, flowers, and the interior/exterior of the Camp Cabin.
- Created concepts for matte paintings that would function as set extensions and allow more scope and creativity within the budget.

Lead Background Artist, Gremlins: Secrets of the Mogwai Season 2 Oct 2021 - Nov 2022

- Lead a team of up 5-10 Background artists; guided artists through each stage of the process to achieve a high level of quality on background paintings for the show.
- Provided verbal feedback, detailed paint-overs, and design notes for the BG artists in daily reviews.
- Collaborated closely with Production Supervisors, the Art Director, Lighting and Compositing Supervisors and other leadership to ensure backgrounds fit their vision, integrated with 3D assets, etc.
- Broke down episodes by selecting BG frames from the animatic to assign as background paintings to individual BG artists. Ensured each artist could hit their deadline and have a manageable workload.
- Strategically selected angles that provided all the necessary information for the vendor.
- Reviewed weekly background layout and final painting deliveries from outside vendors; provided feedback and corrections when necessary.

Background Artist, Gremlins: Secrets of the Mogwai Season 1 June 2020 - Oct 2021

- Painted key backgrounds for the show.
- Worked closely with the Art Director, Design Lead, Asset Lead, and Creative Director to execute final look of background paintings in alignment with the show's vision and style.
- Collaborated with other BG artists to create BG continuity within locations.
- Structured files in specified layers to allow for animation and compositing by the vendor to achieve depth.
- Provided visual development for CG Props and sets.
- Created lighting concepts for mattes and illustrated cards for on-screen stylized sequences.

Dreamworks Television Animation, Burbank, CA

Visual Development Artist, The Boss Baby: Back in the Crib January 2020 - June 2020

- Designed preliminary concepts and production artwork for the 3D series, including sets and props.
- Iterated design options from the script for the Art Director and Show Runner to choose from.
- Provided orthographic views, final color design, and texturing details to be delivered to the vendor.
- Created matte paintings and graphic designs to be used in the show.

Visual Development Artist, Where's Waldo? May 2019 - June 2020

- Designed 2D backgrounds for the show, including rough and final layouts. Maintained the integrity of a highly designed minimalistic style and delivered full black and white value backgrounds.
- Added color to the black and white value backgrounds.
- Designed rough and final props in the show style.

Visual Development Artist, The Epic Tales of Captain Underpants October 2016 – May 2019

- Designed 2D backgrounds for the show including rough layout, final line design, and full background paint.
- Designed props, fx, and card illustrations. Responsible for the rough, line, and color.
- Concepted preliminary designs based on the scripts to be used by story.
- Designed and helped build sets and props for alternate animation puppet scenes.

Academy of Art University, San Francisco, CA

Color Scripting Course Author and Instructor

February 2016 - 2020

- Wrote all content for a 15-week online Color Scripting course offered by the visual development department.
- Created assignments, demos, and other learning activities.
- Taught winter and fall sections of the course for 5 years with both undergraduate and graduate level students.
- Provided detailed feedback and critiques to enrolled students; helped students develop their own projects and enhance their lighting and color skills.

RED Interactive Agency, Salt Lake City, UT

Senior Concept Artist

September 2015 - October 2016

- Lead artist on mobile game *OctoPie* for Nickelodeon; created artwork to establish overall style for the project.
- Designed characters, environments, prop concepts, and implemented feedback from various clients.
- Created polished 2D assets and prepared assets for implementation in games.
- Developed artistic processes and created additional callouts to help production.
- Created concept artwork and storyboards for client pitches to gain new projects.

Lucasfilm Animation, San Rafael, CA

Concept Designer, Star Wars Detours

October 2010 - May 2013

- Designed concept artwork for the 3D animated project, including: sets, characters, and props.
- Presented rough iterations for feedback to the Director and Lead Artist daily.
- Finalized approved concepts; created detailed production packets with modeling and texture info for 3D artists.
- Designed lighting keys and matte paintings for final shots.

EDUCATION & PROFESSIONAL COURSEWORK

BRIGHAM YOUNG UNIVERSITY

B.F.A., Animation

Continuing Education/Independent Coursework

- DWA TV Dreamlearning workshops from top industry professionals on the subjects of: Color and light, Perspective Drawing, Clothed Figure Drawing, and Plein-air painting.
- “Color and Light in Film” with Bill Cone, Animation Collaborative.

PORTFOLIO & SKILLS

PORTFOLIO WEBSITE

<https://spandoart.weebly.com/>

For access to unreleased work please email me at: seanpando@gmail.com.

SKILLS & ACCOMPLISHMENTS

Programs: Photoshop, Maya, Blender, Gravity Sketch, Quill, and Nomad Sculpt.

Language: Fluent in Portuguese, conversational in Spanish.

Strengths: Positive attitude. Able to meet deadlines. Works well with a team.

Coauthor of the Concept Art book, “Punch Drunk Moustache,” Design Studio Press, July 2013.

*References available upon request.