

LISA D. BURKE

11225 Morrison St., Apt. 115, North Hollywood, CA 91601
 Email: lburke78@yahoo.com

Pattern Maker/Draper/Fabricator/Sculptor

Phone (Home): (818) 506-1352, (cell): (267) 971-4979
 Website: <http://web.mac.com/lburke3>

QUALIFICATIONS

Experienced in costume draping, flat pattern drafting, foam sculpting and fabrication, flocking, sewing, crafts, puppet building, budgeting, wardrobe, And fitting costumes for Film, Television, and Theatrical productions. Also experienced in fashion and costume designing/wardrobe styling. Skilled at making 3D forms using sculpting techniques and woodworking tools. Special skills include make-up, floral design, and trained in 3D and 2D CG programs, Maya, Render Man, Adobe Photoshop, Vectorworks, Lectra System, etc.

EMPLOYMENT **Designer experience, portfolio, and references available upon request.*

Roma, Los Angeles, CA. Designer and Pattern Maker for women's fashion and costume line.

2009-present

New Tales Productions, Los Angeles, CA Pattern Maker, Assistant Costume Designer, On-Set Costumer for "Tales Of An Ancient Empire" feature film. Direction by Albert Pyun.

2008/2009

Cinema Secrets, Los Angeles, CA. Draper, First Samples Pattern maker, Head Costume Designer, for Women's wear, Men's wear, Children's wear, and Dogs for a Fashion Company specializing in Costumes, creates tech packs, costing, sourcing, manages department.

2008-2009

Fatal Frame Pictures, Los Angeles, CA. Pattern Maker, Assistant Costume Designer, On-Set Costumer for "The Dark House" horror feature film.

2008

Los Angeles Opera, Los Angeles, CA. Pattern Maker, Assistant Draper, men's wear, flat pattern drafting,, body padding/sculpting, tailoring, fitting, in charge of delegating assignments to crew.

2007/2008

American Intercontinental University, Los Angeles, CA. Adjunct Faculty Professor for a costume design/pattern making class in the Fashion/Costume Department.

2007/08/09

CalState Long Beach, Long Beach, CA. Pattern Maker, Draper, for "Into The Woods", and "Durang, Durang"

2006

The Character Shop, Los Angeles, CA. Pattern Maker, Draper, costume and foam construction for Perdue Chickens, Foster Farms, and Old Navy Puppet Commercials.

2006

South Coast Repertory Theater, Costa Mesa, CA. Pattern Maker, Draper, foam sculptor/fabricator for "Por Quinley".

2006

J and M Costumers Inc., Los Angeles, CA. Foam sculpting, and construction for various commercial/film.

2005

Mattel, Inc., Los Angeles, CA. Model maker, sculptor for TYCO, Matchbox, and Hot Wheels toy cars display L-boards for Toy Fair.

2005/2006

McAvene Designs, North Hollywood, CA. Draper, foam fabrication and construction for "Disney's Finding Nemo On Ice", and "A Kid's Life." Designed by Scott Lane.

2004

Filament Theater Company, Los Angeles, CA. Pattern Maker, Draper, foam sculpting, fabrication for "Yerma", and "Farewell Juliet". Direction by Max Truax.

2004/2005

John Kristiansen Costumes, New York, NY. Pattern Maker, Draper, body-padding construction for "Enchanted April", "Golda's Balcony", Hershey Park, etc.

2003

New Jersey Shakespeare Festival, Madison, NJ. Pattern Maker, Draper, foam sculptor, tailoring, "Carnival", "Pericles", "Tempest", etc.

2002

Parsons-Meares, Ltd., New York, NY. Assistant Draper/Pattern Maker, foam construction, craft projects, for "Disney's Toy Story II On Ice", "Thoroughly Modern Millie", "The Lion King", Barnum and Baily Circus, etc.

2001/2002

Joseph Papp Public Theater/NY Shakespeare Festival, New York, NY. Assistant Draper/Pattern Maker for "Measure for Measure" performed at the Delacorte.

2001

Puppetry Arts Theater, Inc., New York, NY. Full Body Puppet Pattern Making/Foam Sculpting/Fabrication for “Westly and The Monster”,
and “Forrest of Arragon”.
2001

EDUCATION

California Institute of The Arts, Valencia, CA. MFA in Costume/Puppet Technology/Management and Design. Special Study: 3DCG Animation

Temple University, Philadelphia, PA. BA in Theater Design with Costume Emphasis

Moore College of Art and Design Philadelphia, PA.(Transferred to T.U.) Major: Fashion Design, Minor: 3D Fine Arts (Sculpture)