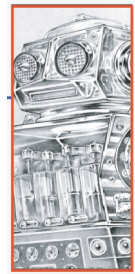


JONATHAN RAWLINGS NEILL

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QUALIFICATIONS

Multifaceted senior level key artist specializing in conceptual design, sculpture, illustration, problem solving, conceptual/analytical Thinking. Concept designer and sculptor of characters and specialty props for the TV, film, game, advertising, toy, tradeshow, and theatre promotions/industries.

EDUCATION

1991 B.F.A. Visual Communications, University of Kansas
2008 Product Licensing, Art Center College of Design

SKILLS

Concept

Design
Art direction
Storyboards
Teaching & coaching
Product R&D
Professional reviewing

Digital

Adobe Photoshop
Corel Painter
Illustration

3D

Sculpting
Molding
Material sourcing
Material processes

FILM & TV EXPERIENCE

Prop concept design - quick concept designs and finished illustrations

2009 - current

Looper
Boardwalk Empire
Twilight Eclipse
Spiderman
The Artist
The Smurfs
Chase
CSI NY
Sorcerers Apprentice
Green Hornet
Priest
Nightmare on Elm Street (remake)
Law & Order
The Forgotten

2006 - 2008

CSI Miami
Eli Stone
In the Motherhood
American Gladiators
House MD
My Name is Earl
The Middlemen
Oceans 13
Malcolm in the Middle

1997 - 2005

E Ring
Threshold
Serenity
Sky High
The Ring 2
Exorcist the Beginning
Heist
Scorpion King
Supernova
Melrose Place
VIP
Jane Austen's Mafia

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DESIGN, PROP & CREATURE SCULPTING

Design and sculpting fabricating of both props and creatures

2007 - current

Twilight Eclipse
Spiderman
The Muppet Movie
The Sitter
CSI NY
Madmen
The Fantastic Flying
Books of Mr. Morris
Lessmore
Sorcerers Apprentice
The Last Airbender
Angels & Demons
GI-JOE : The Rise of
Cobra
Twilight 1
Bring it on 5
Deal or no Deal

1998 - 2006

The Bernie Mack Show
Return to Halloweentown
Déjà vu
7UP commercial
Aviator
Dinosaur Planet
Scorpion King
Planet of the Apes
Mulholland Drive
Spy Who Shagged Me
Universal Soldier 2
Energizer commercial
Golden Grahams
commercial
Kodak commercial

1993 - 1997

Miller Beer commercials
Buffy the Vampire Slayer
Lost World
The Relic
T2- 3D the ride
100: T-800 skulls
The ghost and the
darkness
Planet Hollywood Arnold
Terminators
Tank Girl
Congo
Interview with the Vampire

Key Artist – responsible for several aspects of the design and final product

Michael Jackson's Ghosts
The Island of Dr Moreau

DESIGN & PROTOTYPE EXPERIENCE full concept development of film promotional products and maquettes from concept to prototype

DreamWorks Inc.
Universal Studios Inc
Hand Prop Room Inc.
Paramount Pictures Inc.
Disney Inc.

General Mills Inc.
Coca Cola Inc.
Kodak/Qualex Inc.
PMG Inc.
MFV Productions LLC

Reveille Studio
Film Roman
Cal Lutheran University

PRODUCT DEVELOPMENT EXPERIENCE design and sculpted action figure likenesses, teaching aids and collectible figures

Jakks Pacific Inc.
Hasbro Inc.
Anatomy Tools Inc.

Gracelyn Toys Inc.
Atomic Monkey Ltd.
Kurt Adler Inc.

Precious Moments Inc.
Hallmark Cards Inc.

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SAMPLE OF PROJECTS

COLUMBIA PICTURES INDUSTRIES, INC.

Green Hornet - Kato's sketchbook prop and weapon designs.

BONANZA PRODUCTIONS, INC.

The Forgotten – prop designs including likeness illustrations and head sculptures.
Artistic coach to actor Anthony Carrigan.

EDDIE YANG STUDIO

THQ Professional Reviewer – accessing likenesses of 3D models; critiquing the low and high poly mesh, the diffuse and color saturation, and accuracy with the photographic reference for each fighter/wrestler.

Xbox: Smackdown vs RAW 2011, 2012 and UFC 2011

HAND PROP ROOM

Nightmare on Elm Street – concept illustrations of Freddy's glove

The Smurfs – concept illustrations of hero hand props

Priest – concept illustrations of double barrel pistol and weaponry

Sorcerer's Apprentice – concept designs of hero props and sculpting of Horvath's cane handle

The Last Airbender – sculpting of prop weaponry

GI-JOE: The Rise of Cobra – sculpting of Joes pistol and rifle

JAKKS PACIFIC INC.

Key Sculptor

- WWE Mini Aggression figures series 2, 3 & 4
- WWE Build N' Brawlers figures series 1, 2, 3, 4 & 5
- WWE Ruthless Aggression heads and body parts sculptor
- WWE Ring Giant heads sculptor
- WWE Ultimate Aggression figure prototype body designer
- Barney and Friends squeeze toys
- Surfs Up - the movie - penguin toy
- Rocky action figure head sculpts
- American Gladiators action figures series 1

HALLMARK CARDS INC.

1985-1993

Freelance Concept Designer / Product Line Artist

Illustrated advertising clip art promotions for Hallmark card store's reach program nationwide.

Designed and sculpted ornaments for the Keepsakes Division.

JONATHAN RAWLINGS NEILL

Full Time Employment

LOS ANGELES MUSEUM OF NATURAL HISTORY

2001-2003

Museum Sculptor

- Created conceptual models based on scientific data to be used for traveling exhibits, teaching aids and Baby Saltasaurus for *Dinosaur Planet* on Discovery channel
- Concept development on proposed Marine Hall upgrade and full size T-Rex head mini-exhibit
- Designed and directed production of new merchandise for the Museum with China Vendor
- Art direction for a crew of 12 artists and interns from USC producing scientific models
- Projects developed for the museum included the exhibits Tiniest Giants, Dogs: Wolf, Myth, Hero, friend, and Machu Picchu

PROP AND CUSTOM INC.

1997-1999

Vice President

- Designed and created props for such films as *Austin Powers; The Spy Who Shagged Me, Mulholland Drive, VIP, Golden Grahams, Energizer* commercials and *Ronald McDonald* TV show pilot

THE HAND PROP ROOM

1996-1997

Conceptual Designer / Sculptor

- Lead prop designer for high tech rental gear
- Projects included *Buffy the Vampire Slayer, Supernova, Miller Beer* Commercials

STAN WINSTON STUDIOS

1993-1996

Art Department Technician / Sculptor/Concept Artist

- **KEY ARTIST** - *Michael Jackson's Ghosts* video
Created storyboards with team
Created character monster concept sketches
Sculpted character make-up appliance for *Jester*
Painted several character appliances.
Sculpted teeth for all ghost dancers
- **KEY ARTIST** - *The Island of Doctor Moreau*
Designed, co-sculpted and fabricated three-eyed Octopus creature.
Designed and sculpted the Lo-Mai cat human skull hero prop.
Designed and sculpted several background character hands for half human creatures.
Created process to make background characters teeth realistic and comfortable.
Sculpted teeth appliances for half human characters.

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- **SCULPTOR** - Lost World
Sculpted with team on large scale baby Stegosaurus and co- sculpted baby Stegosaurus maquette
- Created 20 Arnold Schwarzenegger *Terminators* for Planet Hollywood with team.
- Other SW film credits included: *Interview with the Vampire*, *T2-3D*, *Congo*, *Relic*, *Tank Girl* and *The Ghost and the Darkness* – responsibilities included mold making, assistant foam technician, painter, silicone technician and fabricator

PUBLICITY

DIY Network: Craft Lab – Episode 253 Horror Heads

Publications

The Making of Lost World
The Winston Effect: The Art & History of Stan Winston
Bark Magazine
Cinefex
Prehistoric Times

PEPPERDINE UNIVERSITY

Adjunct Professor – Art 105; 2D Design fundamentals