

# MARNEY H MILLER

CONCEPTUAL DESIGN & DIGITAL ART

## Selected Work Experience

### THG (Themespace / Hettema Group)

Jr Designer/Coordinator, Pasadena, California

- Coordinated global and local team efforts that transformed ideas into immersive experiences for high-profile clients across the world
- Designed and colored concept art used in design pitches for immersive experiences and themed attractions
- Built themed pitch and creatives decks for new and existing IPs that bridged how creative intent and client needs

### Kalakaar Bazaar

Creative Director & Concept Artist, Los Angeles, California

- Designed and lead a team of five in the creation of a COVID safe immersive dining, entertainment, & shopping experience
- Created digital concept art, decks, and a walkthrough of the experience using Unreal Game Engine
- Collaborated on developing a visual language and aesthetic

### The Wonderful World of Disney Presents: The Little Mermaid Live!

Scenic Artist, Los Angeles, California

- Member of scenic team that painted treatment seen in live & televised performance

### SCHOLASTIC, Publishing House

Stylist/Art Production, New York, New York

- Oversaw creative management of broadly published web series
- Designed digital catalog and database for studio costumes and props
- Managed filmed presentation event for Author James's Patterson's new content

### Saatchi Art : The Other Art Fair

Event Developer, London, United Kingdom & New York, New York

- Supported Senior Event Leader in building relationships with Melbourne, Australia and San Francisco, California artist communities, convention venues, and built relations with vendors to support future fair expansion into new geographies

### Fashion Week: Houses of Parliament

Front of House Team, London, United Kingdom

- Collaborated as team member in charge of the Gala Award Show final event in a month long exhibition featuring panel discussions and catwalk shows that is attended by 30,000+ fashion industry experts
- Managed team of 15

## Contact

2022

**marneyhmillers.com**  
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## Skills

2021

Scenic Art  
Sculpting  
Model Making  
Conceptual Design  
Research  
Silk Screening  
Printmaking  
Deck Building  
Graphic Design

2019

## Software

2019

Adobe Creative Suite  
Adobe Photoshop  
Adobe Illustrator  
Adobe Lightroom  
Adobe Substance Painter  
Blender  
Sketchup  
Google Suite  
ZBrush

2018

Maya  
Microsoft Suite

## Awards

Lillian Disney Scholarship

## Education

2016

California Institute of the Arts  
Masters of Fine Art: Applied Arts

New York University  
Bachelors of Fine Art: Studio Art  
& Bachelors of Fine Art: Art History

Portfolio and References available upon request