



THOMAS KELLY

ENTERTAINMENT DESIGNER

Carnegie Mellon University BFA Concentration in Scenic Design, Minor in Architecture

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Themed Entertainment Design

WETA WORKSHOP

CREATIVE LEAD

Adrien Andivero 2021-pres

Worked on various projects within the fast growing LBE division. Tasks included Creative vision and strategic project master planning, Blue sky development, ideas generation, concept design, content development, and Artistic/creative direction.

SCRUFFYDOG CREATIVE GROUP

CREATIVE/ART DIRECTOR

Gareth Smy 2018-2021

Part of a global design team to create experiences in China, Dubai, and Europe. Duties include narrative writing, show set design, art direction, client presentations, concept pack development, and on site visits to deliver a great experience.

UNIVERSAL CREATIVE

SHOW SET DESIGN

Nate White 2017

Worked in Blue Sky on Universal's recently announced Epic Universe Theme Park. Tasks included but were not limited to: show writing, developing ride and immersive theatre concepts, creating concept art, massing models, and presenting new ideas to the larger creative team.

RETHINK L&E

CREATIVE ASSOCIATE

Jefferson Eliot 2016-17

Collaborated on various international projects, including FOX World- Dubai, TROFI Complex- London, and Disney Toys and Collectibles as a creative member of the team. Duties included: site planning, illustrating, drafting, and working with clients to imagine the final product.

RALEIGH+MITCHELL DESIGN

FABRICATION ARTIST

Mark Mitchell 2015

Designed and built props/scenery pieces for Paradiso 37 in Disney Springs.

HUNGERFORD DESIGN

INTERIOR DESIGN

Andrew Ford 2015

Handled various interior design elevations and floorplans for an international theme park.

MUSEUM OF SCIENCE FICTION

DESIGNER

Jerry Vanek 2015-16

Collaborated with team members on concept, concept art and design ideas

Theatre & Opera

CARNEGIE MELLON UNIVERSITY

SCENIC DESIGN

Dick Block 2016-18

Served as the scenic designer for two major productions. Assistant scenic designer to both peers and alumni on five other productions.

Architecture

THE OLD STONE TAVERN

CREATIVE DIRECTOR

Norene Beatty 2017-pres

Working with historians, tavern board members, Pittsburgh city council members, and the Mayor to create a restoration vision of a colonial tavern in Pittsburgh's West End to save it from demolition and restore it as a historic, economic, and integral part of the community.

LEVEL 5 DESIGN GROUP

DESIGNER/CONCEPT

Justin Gilmore 2014-15

Joined the team to develop various projects around Texas. The most extensive projects were the revitalization of Mansfield Texas' Historic Downtown and The LOT Downtown concert venue.

Skills

INTERNATIONAL- United States of America Passport, Republic of Ireland Passport.

DIGITAL-Blender, Unreal Engine, Sketchup, Adobe Photoshop, Illustrator, InDesign, After Effects, Premiere, Gimp, Final Cut Pro, Final Draft 11, Millumin, Microsoft Office, Audacity, AutoCAD, Maxwell, Podium V2.

ANALOG-Drawing, oil/acrylic painting, charcoal, ceramics, glass blowing, welding, carpentry, furniture restoration.

References

Gareth Smy

Creative Lead-Scruffydog LTD
gareth@scruffydogltd.com

Adam Rivest

Exec Producer-Universal Creative
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Adrien Andivero

Operations Manager-Weta Workshop
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