

CRAIG M BAURLEY

Production Designer Art Director Set Designer

resinart@gmail.com
818.741.6890
craigbaurley.com



NBC Universal 2016-2020

Senior Production Designer - Universal Studios Hollywood Creative
100 Universal City Plaza, Universal City, CA 91608

Projects at Universal included:

Jurassic World- Dino Play for Kids

Served as Art Director to fully conceptualize and fabricate a multi-level immersive themed play experience. Developed overall design via 3D models, renderings and schematic drawing packages. Incorporated input from a variety of sources including corporate branding, engineers, architects and the department of building & safety. Insured a consistent vision by overseeing development of graphics, sculpting, scenic finishes, etc. with site visits and final approvals.

Lexington Design + Fabrication 2007 to 2016

Senior Designer in Concept Design Department
12660 Branford St. Los Angeles, CA 91331

Projects at Lexington included:

'Harry Potter and the Forbidden Journey' @ Universal's Islands of Adventure

Drafted & 3D modeled show scenic elements at Design Development stage. Resolved integration issues with ride vehicle and special effect equipment.

The Marvel Experience (80,000 sq. ft. traveling show)

Created conceptual 3D Renderings & Schematic Design package for all show scenic elements. Specified all material finishes.

'Exploration Space' @ NASA's Kennedy Space Center

A collaborative project with BRC Imagination Arts. Organized Schematic & Design Development package for scenic elements and acted as lead drafter at Lexington.

The U.S. NAVY SEABEE Museum Port Hueneme, CA

Created conceptual 3D renderings in Concept Design phase. Lead Drafter in Design Development phase. Created Graphics Standards Package.

Grammy Museum Mississippi Cleveland, MS

Technical/ Fabrication Drafter on exhibit scenery.

'Radiator Springs Racers' Pixar's Cars Land @ Disney's California Adventure

Technical/ Fabrication Drafter on dark ride scenery.

BRC Imaginations ARTS 2010 Burbank, CA

Designer Schematic Level Drafting & 3D modeling.

New Deal Studios 2005 Los Angeles, CA

Workshop Production Assistant

Feature Films included

Aeon-Flux, The Chronicles of Narnia, & The Good Shepherd

AutoCAD	3DS Max	Software	Rendering	Practical	Environmental Design	Theory
Sketchup	Remake		Technical Drafting		Film Set/ Prop Design	
Photoshop	Lightroom		Hand Sketching		Creative Ideation	
After Effects	Audition		Maquette Sculpting		Technical Problem Solving	
Premiere			Photography		Special Effects Design	
Illustrator			Compositing/ Graphics		Cinematography & Lighting	
Indesign			Audio/Video Editing		Writing/ Directing Talent	

North Carolina School of the Arts

Major: **Film Production Design BFA**

1533 S. Main St., Winston-Salem, NC 27127

Sarah Graham Kenan Scholar

(full scholarship awarded to one senior based on academic & artistic merit)

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Film Directing

As part of my personal development, I independently produce dance & movement films with a high visual aesthetic, integrating scenery design with carefully constructed choreography.

'Special Theory of Duet Dancing in Space + Time'

Official Selection - Thessaloniki Cinedance International -2019

Official Selection - DanceBarn Screen Dance Festival 2019

Official Selection - Ortigia Film Festival 2019

Official Selection - Red Finch Film Festival 2019

Official Selection - Speculative Film Festival 2019

'Save Your Self'

Official Selection - Dance Camera West 2020

Honorable Mention - Audience Awards 2020

Official Selection - NAFCO Festival Series- Halloween 2020

Semi-Finalist - Women in Horror Film Festival 2020

Design Awards

The Storyteller Award 2019

Universal Studios Hollywood holds the 'Story Awards' annually to recognize achievements within the company. I was awarded 'The Storyteller Award' for my work on Jurassic World.