

DYLAN WIGNALL

SCULPTOR / LEAD ARTIST

(919) 428 4162 – dylan.wignall@gmail.com – www.dylanwignall.com - portfolio available upon request

I am a visual artist focusing on sculpture and virtual installation. I work digitally and physically, and I am excited about the interplay between the two. My work pulls from disparate sources, including experimental film and video games, music performance, theatre, mythology, technology and anatomy. I am always excited to make new conceptual connections between fresh information.

EXPERIENCE

- 2011 - Present **TREV AND DYLAN WIGNALL : LEAD ARTIST**
Ongoing collaboration between myself and Trev Wignall, my brother and a performing musician. I produce multiple elements of visual design, including album art, merchandise, posters & promotional material, and visuals for live shows. I also perform on stage, manipulating the visual elements of the show.
- 2016 **12TH HOUR STUDIO : LEAD ARTIST**
Led the art team during the development of Strand, for the Asylum game jam. Strand placed 9th out of 105 games in the jam, according to community voting.
- 2015 - 2016 **POLLOCK GALLERY : STUDENT ASSISTANT**
Duties ranged from staffing the front desk to assisting in the installation and deinstallation of artwork. Over the summer, worked independently to prepare school and gallery facilities for the coming year.
- 2016 **DUO SHOW - MAGFEST : GAYLORD NATIONAL HOTEL AND CONVENTION CENTER, NATIONAL HARBOR, MD**
Performing live with Trev Wignall.
- 2014 - 2015 **DUO SHOW - FRINGEWORLD : ARTSCENTER, CARRBORO, NC**
Visual work exhibited with Trev Wignall.
- 2014 - 2015 **HAMON LIBRARY : STUDENT ASSISTANT**
Helped with all day-to-day tasks of running the library: manning the front desk, assisting patrons, reshelving and organizing books, checking items in and out of the collection, and other miscellaneous tasks.

EDUCATION

- 2016 - 2018 **UNIVERSITY OF UTAH**
Master of Entertainment Arts and Engineering
- 2012 - 2016 **SOUTHERN METHODIST UNIVERSITY**
Bachelor of Fine Arts
- 2014 **BURREN COLLEGE OF ART**
Undergraduate Study Abroad

TOOLS / PROFICIENCIES

Autodesk Maya ; Blender ; ZBrush ; Unity3D ; Photoshop ; InDesign ; Microsoft Office Suite ;

Game Design ; Digital Art (Painting and Sculpture) ; Rendering and Compositing ; 3D Printng and Scanning ; Clay Sculpting ; Drawing and Painting ;