

Richard T. Walsh • 4181 W. Kling St. #62, Burbank CA • (818) 321-2271
richardthomaswalsh@gmail.com

CREATIVE DIRECTOR_BRAND DIRECTOR_CONCEPT ARTIST_GRAPHIC DESIGN DIRECTOR

As a Creative Director I'm responsible for leading branding initiatives, developing brand messages and long-term brand strategies. Create, art direct, and design as part of the creative management team. Manage in house design teams and outside design, printing and fabrication vendors. Create budgets and schedules to coordinate with senior management.

As a Director of Brand Management I lead an international lifestyle restaurant company through the implementation of the rebrand, including revising the brand manual with additional logos, color palettes, best practices and product design.

As a Concept Artist I create original ideas, concept art and mood pieces that contribute to the quality and impact of the larger project. Sketching and designing environments, characters, vehicles, props, logos and color palettes.

As a Graphic Design Director I have award-winning experience in environmental design, identity, entertainment design, production design and web development. I have run multi-million dollar design projects for large entertainment companies.

Experience

2017 - Present

Metropolitan West

Vice President/Creative Director

Launching experiential division for award winning graphics company, including signage. Overall creative direction for design. Interact with clients including architects, developers and general contractors.

2015- 2016

Wolfgang Puck companies including:

Wolfgang Puck Worldwide, Wolfgang Puck Fine Dining, Wolfgang Puck Catering

Director of Brand Management

Responsible for ensuring proper implementation and execution of the approved brand aesthetic and dynamic. Work with outside agencies and Managing Partners to continually evolve the brand to accommodate growth in the various business units. Oversee brand compliance for logos, packaging, collateral, photography, restaurant architecture and signage, website and social media.

2011- 2015

SKN Creative/a Wolcott Studio • Practice Lead/Creative Director

Re-launched SKN Creative, the Design Studio within Wolcott Architecture Interiors.

Concept, design and develop architectural experiences including signage, wall graphics and murals, exhibits, retail, corporate identity, web and collateral. Present to and problem solve for high profile clients including Universal Studios, Sunkist, Playboy

Enterprises, BMI, Participant Media, Real D and most real estate developers in the Los Angeles area.

2001 - 2011

Amalgamated Studios • Owner/Creative Director

Served as creative lead for a multi-disciplinary design firm serving the entertainment and advertising industries. Projects span many categories including environmental design, branding & collateral, animation, packaging & POP, web, corporate ID programs and production design. Clients include Disney Consumer Products, Caruso Affiliated, Universal Studios, Southern California Edison, The Patina Group, TV Guide, ABC TV, The Smithsonian, Toonacious Family Entertainment, Green Water Pictures, Jack Nicklaus Productions, Nickelodeon, Olson-Sikes Productions and Walt Disney Imagineering.

1997 - 2001

Walt Disney Imagineering • Concept Designer/ Graphic Design Director

Leading graphics effort for Hollywood Pictures Backlot area of Disney's California Adventure. Responsibilities include designing the graphic look of the land, hiring design staff, design development and construction design packages, budget and schedule, presentations to upper management and field art direction.

1995 - 1996

MCA Recreation

Senior Graphic Designer for Universal's Islands of Adventure. Provided concepts, renderings and maquettes for Seuss Landing and Toon Lagoon areas.

1992 - 1995

Walt Disney Imagineering

Provided Graphic Design, Landscape Architecture and Interior Design for Theme Parks including The Twilight Zone Tower of Terror, Disneyland and Blizzard Beach.

1991 - 1992

Calico Entertainment

Animation Storyboard Artist. Also provided Titles, Effects Animation and Marketing Design

1989 - 1991

Walt Disney Imagineering

Graphic Designer and Character Artist for Euro Disney

1980 - 1989 Freelance artist including designer for Saul Bass in his Hollywood studio.

Education

1975 - 1980

Kent State University, Kent Ohio • BFA in Illustration/Graphic Design

1985 - 2010

American Animation Institute; Los Angeles Academy of Figurative Arts
Studied Life Drawing, Painting, Animation Storyboarding, Layout, Model Design,
Production Design

1997-1998, 2011 - 2016

Instructor, Life Drawing and Basic Drawing, at the Chautauqua Institution, Chautauqua
New York, Drawing workshop instructor on location at zoos, museums, and spaces of
interest around Los Angeles.

Special Projects and Skills

Computer proficiency in Adobe design software and Microsoft Office.

Designed and installed custom home theatre marquees for several Los Angeles
business icons and a former bodybuilder/actor turned politician. Also designed projects
for celebrity clients including Victoria Secret Angels, and entertainment industry giants
including ABC TV, Universal Studios, Paramount Studios, Jim Henson Productions,
Saul Bass and Cartoon Network. In addition, worked on high profile brands for Caruso
Affiliated, The Irvine Company, Southern California Edison and The Auto Club of
Southern California.

Mentored junior designers at Wolcott Architecture Interiors, Walt Disney Imagineering,
Universal Studios, Amalgamated Studios and Wolfgang Puck Worldwide.

Designed and programmed a complete intranet website for the Los Angeles County Fire
Department with an editable database to be updated by project managers.