

DALE J. MACKIE

buguana@gmail.com

www.dalemackiedesign.com

0418 766 661

DESIGNER/CONCEPT ARTIST

Dedicated designer with 10 years US Feature Film experience and a proven track record in identifying and satisfying diverse selection of design briefs. Committed with strong ability to work to tight deadlines, both as part of a team and in working autonomously. Personal desire to provide the best possible design solution, from the initial concepts right through to completion.

- State of the art concept design
 - Diverse design experience
 - Works well to tight deadlines
 - Strong skills in Adobe CS4, Maya and Mudbox.
 - Experienced client relations
 - Cooperative team member
-

Design and Layout Skills – Intuitive, clear & simple design solutions for film. Diverse design skills facilitated through manual sketch work, Adobe Photoshop, Maya 3d and Mudbox sculpting packages.

Team Worker – Thrives on working in collaboration within a team environment to bounce ideas and efficiently develop understanding of the client's needs, the brief and tailor an effective design solution.

Client Relations Management – Professional, polite and composed manner. Enjoys developing good rapport with client allowing them to feel comfortable along the design process & assist in ongoing business relations

Time Management – Works best with regular shorter term goals and 'Work in Progress' updates including presentations within the team and some informal design updates with the client, ensuring the vision is crystal clear for all involved, eliminating the risk of time wasting. Ability to prioritise and multi-task.

Personal Strengths – Conscientious in following through on commitments and deadlines. Mature professional team player with experience interfacing with clients.

Professional Experience

Animal Logic Sydney, Australia

2008-2009

Designer – Guardians of Ga'Hoole

- Reporting to the Art Director to receive briefs for the design of film elements such as Scenes, Props and Costumes
- Present designs to the Director, Production Designer and Art Director and clients in theatre, talking through the design approach
- On approval of design generate matte final renderings and basic layouts that are then catalogued as film assets and delivered to the very highest standard
- Understanding the design process and the effective function for the final design result.
- Worked to very tight deadlines and balancing multiple design briefs simultaneously.

X-Men Origins: Wolverine, Sydney, Australia

2007-2008

Concept Artist

- Working directly with the Production Designer, provide concept art for film sets for film production
- Use of traditional sketching and Adobe Photoshop / Corel Painter, rendered 3D models, production stills & reference images

The Ruins. Sydney, Australia

2006/2007

Concept Artist

- Work directly with the Production Designer and Art Director to produce prosthetic concepts for the Prosthetics Department
- Use of actor photographs and locations
- Produce high quality print of each art work for distribution to studios in LA and Melbourne. Also prepare artwork for online presentations

SOTA (State of The Art) Creative Balmain, Australia

2006

Designer

- Working remotely, reporting to the Creative Director
- Provide concepts and all finished designs for print for Apple Mac, Subaru, Telstra.
- Storyboarding in high finish for Subaru commercial pitch

Jack Morton International Sydney, Australia

2005

Designer

- Nokia trade show display design. Working remotely, and reporting to the project manager

Feature film and Events Concept Art and Design Experience as listed below

- Working directly with the Production Designer, provide concept art for film sets/ props for film production
- Use of traditional sketching and Adobe Photoshop / Corel Painter, rendered 3D models, production still & reference images
- Provide art reference and research presentations for various film production departments

Fool's Gold	2006-7
Concept Artist	
Superman Returns	2005-6
Concept Artist	
Ghost Rider	2005
Concept Artist	
Stealth	2003-4
Illustrator	
Peter Pan	2002-3
Concept Artist	
The Fountain	2002
Illustrator	
Ghost Ship	2001-2
Concept Artist	
Darkness Falls	2001
Illustrator	
Kangaroo Jack	2001
Junior Illustrator	

Education – Bachelor of Design- Industrial Design, University of Newcastle 1999

Referees – “Dale worked as a prop designer for the animated feature Guardians of Ga'hoole at Animal Logic. He filled his role perfectly as an artist who was able to take a brief, solve creative problems and create designs that were both aesthetically appealing and technically convincing.” *April 24, 2009*

[Grant Freckelton](#), *Art Director, Animal Logic*
managed Dale at Animal Logic