

Brandon Knapik

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## Professional Summary

I am a trained videographer, who ran my own production company for 8 years, before transitioning to art department, which I am more passionate about. I enjoy researching advancements in technology and design throughout the years, and the history that accompanies it, leading to an interest in period pieces, and genre pieces, especially sci-fi, western, post-apocalyptic, and military/war films. Works well alone when necessary, but has great connections with other art department professionals to put together an all-star team when needed!

## Work Experience

Art Department - *Freelance*

2017 - Present

- **Mask (2023)** - Working as Production Designer with Ukrainian director Alexandr Berezan, I budgeted and managed the art budget of \$40,000, purchasing and sourcing props and set dressing for the entire 2-month feature film, including taxidermy for a hunting cabin, war trenches, and Ukrainian and Russian military uniforms. This project required extensive prop weapons handling and safety briefings. As an added hurdle, 85% of this crew did not speak English, and required significant problem solving skills, in communication.
- **Pokemon Go Fest Seattle (2022)** - Working as an art director with The Pokemon Company, Niantic, and RedPeg, I took renders from RedPeg's creative team and advised on what was and wasn't feasible with the \$125,000 budget, and sourced and coordinated the installation of 10,000 square feet of artificial turf, over 100 fake boulders, a 75 foot "river" and running waterfall, over 300 feet of artificial tropical shrubs and 30+ freestanding 9' palm trees, in Seattle's International Fountain, the first time in its existence that an installation was allowed in the fountain.
- **Due Justice/Palido (2022)** - *While working as Art Director under Duncan Star-Boszko, I managed the artistic vision, and I was also in charge of all set construction, including putting up flats, mudding seams, and painting. Some sets on this project included a police office and an interrogation room.*
- **A Little Dark (2022)** - *Working as Production Designer in tandem with Ginger Van Valkenburg, provided and managed all of the props and on set art needs for a 10 day TV pilot shoot in Odessa, WA, including the realistic use of fake narcotics.*
- **The Alice Interactive Experience (2021-2022)** - Working with Australia's Viral Ventures, I sourced and decorated for an entire bar and restaurant makeover for an Alice in Wonderland themed event, including making a 10 foot fake tree, and a giant LED lit Cheshire Cat face, among various other smaller items.
- **DocuSign Internal Video (2022)** - Created a radio station set for an internal DocuSign video, as well as sourced 30+ vintage TVs and made a TV wall in the style of Nam June

Paik, and worked with the digital content team to ensure the TVs were functional and all displayed separate feeds.

- **Mythforce Ad (2022)** - Translated concept art into reality, by building and wallpapering flats, and sourcing everything needed to recreate an 80s living room for an ad for mobile game "Mythforce."
- **Rogue Fantasy (2021)** - *Constructed a 6 foot tall functional ballista, 7ft tall fake stone columns, and a custom sword for an Ogre character.*
- **Sundown Trail (2019)** - Dual production designed and prop mastered Luke Guidici's short film, and was in charge of all prop weapons, creating custom gas masks for all 5 characters, weathering all character's clothing and backpacks, creating realistic giant mushrooms, and a mummified skeleton.

### **Prop & Wardrobe Rental - Seattle Sets & Props**

[www.seattlesetsandprops.com](http://www.seattlesetsandprops.com)

- As one of the only rental houses in Seattle, I have been renting props and wardrobe to film and photo shoots for the last 5 years, including prop weapons, uniforms, vintage technology, unique furniture, and various other hand props.
- Using woodworking and other hard skills, I produce custom built props and set pieces to client specifications.

## **Education**

2011-2014 - Eastern Washington University

### **Bachelor's of Arts - Film**

- Graduated in 3 years (earned college credit in high school)
- Took courses in screenwriting, editing, visual effects, and video production, culminating in the production of 5 short films.
- Consistently produced work that was selected by peers to be publicly screened.

## **Skills**

### **Soft Skills**

Effective and professional communication. Completes tasks quickly and efficiently. Works well under pressure and deadlines. Responds well to criticism and open to new viewpoints. Handles conflict in a level headed and respectful manner. Able to adapt quickly to all circumstances and situations.

### **Hard Skills**

- Woodworking and use of power tools
- Drywall & framing
- Painting & weathering
- 3D printing
- Script breakdowns and budgeting
- Thrift shopping/connections with specialty sellers and vendors

## **References**

Ginger Van Valkenburg - [gingergale45@gmail.com](mailto:gingergale45@gmail.com)

Duncan Star-Boszko - [duncan@boszko.com](mailto:duncan@boszko.com)

Javier Reyna - [1964films@gmail.com](mailto:1964films@gmail.com)

Luke Guidicci - [lukeasa@gmail.com](mailto:lukeasa@gmail.com)

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