

# JACQUELINE BLUNDELL CV

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14 Aldbury road, Rickmansworth, Hertfordshire WD3 8LJ  
Mobile: 07817654816  
j\_a\_blundell@hotmail.co.uk

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## SUMMARY

I am a designer from Cheshire now based in Hertfordshire. Initially studying Architecture I worked in practice as a CAD Technician and assistant Project Manager developing strong technical and organizational skills. My love of fantasy design and film changed my career path and after completing an MA from the National Film and Television School, I worked on various Film and Television projects predominantly as an Assistant Art Director. I have since transferred these skills to the visitor attraction and exhibition industry where I was able to combine my love of storytelling and theatre with the more practical build element.

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## SKILLS

- Innovative thinker and creative problem solver
- 3D and 2D Design skills using the following programmes; AutoCAD, sketch-up, Vray renderer for Sketch-up and Photoshop
- Strong technical understanding of construction methods and materials
- Excellent co-ordination and communication skills
- Collaborative worker with the ability to work to deadlines independently
- Personable and conscientious

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## EXPERIENCE

### HOTROD CREATIONS LTD

London

#### Senior Exhibition Designer

03/2019 to Current

Key responsibilities of the job include; Working across a wide range of projects from immersive experiences to more traditional exhibitions. A client facing role with involvement from early conception of ideas through to final sign off. Responsible for production and management of design drawings including 3d models and realistic renders to enable the creative process. Involvement with the budgeting aspect of projects and finding cost efficiencies in design without compromising quality.

### SARNER INTERNATIONAL

London , Surrey

#### Mid- Weight Attraction Designer

11/2016 to 02/2019

Key responsibilities of the job include; 3D design lead predominantly in the visitor attraction sector, working closely with the creative director to come up with innovative and imaginative solutions. Management and production of design drawings, including research of build methods and materials and close co-ordination with construction and set work companies.

### STORYWORKS PRODUCTIONS

London

#### Film Draughtsman

10/2016 to 11/2016

Key responsibilities of the job include; Technical drawing of props for the Set decorating department. Co-ordination with the construction team in Malta.

### PRIVILEGED PRODUCTIONS

London

#### Assistant Art Director for Television

06/2016 to 09/2016

Key responsibilities include; Facilitation of the production designers creative vision for a predominantly studio based TV series. Production and management of set design drawings and overseeing painting and construction teams both in the studio and on various locations throughout London.

### MARCELLA ARMAGEDDON LTD

London

#### Assistant Art Director for Television

10/2015 to 03/2016

Key responsibilities include; Close co-ordination with the Production designer to sketch and visualise preliminary design composites for a large scale TV series, based predominantly on various locations around London. Undertaking location surveys and translating the information into scaled drawings. Production of concept art for graphic purposes.

## MINDHORN PRODUCTIONS

London

### Assistant Art Director for Film

05/2015 to 09/2015

Key responsibilities include; Creative direction for the London leg of a large scale film production which was all location based. Design drawing of set build items and lead co-ordinator of on site build. Art direction of the photoshoots required for the graphic package of work.

### TVM UK LTD

London

### Assistant Art Director for TV

04/2015 to 05/2015

Key responsibilities include; Location based design work for the London leg of a large scale TV series. Surveying of locations to be re-created as set builds in Prague and co-ordination of associated materials and finishes.

### AJD MOVIE LTD

London

### Draughtsman for Film

01/2015 to 03/2015

Key responsibilities include; Close co-ordination with the Art Director to produce set drawings for a studio based film shoot. Creative involvement and design of prop makes and management of build.

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## EDUCATION

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<b>MASTER OF ARTS: PRODUCTION DESIGN</b> <b>The National Film and Television School, London</b>	2014
<b>SHORT COURSE : SET DESIGN FOR FILM AND TELEVISION</b> <b>Central St Martins , London</b>	2012
<b>BACHELOR OF ARTS: ARCHITECTURE: 2.1</b> <b>University of Lincoln , Lincoln</b>	2011