Shannon Parayil

COLOR DESIGNER, BACKGROUND DESIGNER, & VISUAL DEVELOPMENT ARTIST

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www.shannonparayil.com

5 years of experience working in various styles as a background designer, color designer, visual development artist, illustrator, comic artist, and matte painter. I am an enthusiastic communicator, self-starter, collaborator, and people-person dedicated to supporting others. Proficient in Harmony, Zbrush, Maya, and all of Adobe Creative Cloud on both Mac and PC platforms.

EXPERIENCE

Color Designer - *Haunted Hotel*   APR 2024 - JAN 2025
- Titmouse
- Defined visual approach to color under supervision of art directors by creating color lead sheets for props, characters, and VFX
- Took on complex, last minute assets to assist with facilitating the project
- Designed color based on story elements, script descriptions, and animatics that immerse audiences
- Pivoted quickly by addressing stakeholder notes in less than 24 hours consistently
- Organized Photoshop file assets with color labeling and clear file management and used hot keys to speed up pipeline
- Spearheaded conversations in order to streamline pipeline and asset management

Background Designer - *The Loud House: No Time to Spy*   JUNE 2022 - OCT 2022, MAR 2023 - APR 2023
- Nickelodeon
- Worked closely with art director to create set designs, floor plans, and orthographic designs with multiple angles as needed
- Iterated and completed all rough, revised and final designs, from creating thumbnail ideas to clean line art
- Interceding at the last minute to help with fast approaching deadlines

Matte Painter/Illustrator - Disneyland's 'Wondrous Journeys' Fireworks Show
- Mousetrappe   SEPT 2022 - NOV 2022
- Refined design concepts while maintaining Disney brand and licensing consistency
- Self-managed and deciphered notes professionally from art directors, adhering to guidelines and objectives
- Openly communicated progress of work to appropriate production staff

Visual Development Artist - *Neon Galaxy*
- Disney TVA   MAY 2022 - AUG 2022
- Researched design elements and formulated unique ideas to enhance the world building of the environments
- Went above and beyond scope of outlined duties by providing color passes that complemented conceptual designs

Background Designer - *The Proud Family: Louder & Prouder*   JUNE 2021 - OCT 2021
- Disney TVA
- Developed a design pipeline to adhere to the production schedule ensuring a cost effective and timely production
- Delivered unique and interesting design solutions to address unconventional and complex show style

Background Designer & Color Designer - *The Loud House*   FEB 2020 - JUNE 2021, APR 2023 - MAY 2023
- Nickelodeon
- Communicated consistently obtained creative approval quickly on all designs for each episode prior to shipping
- Clearly labeled Photoshop layer management and used proper nomenclature for PSDs and JPEGs

Background Designer, Visual Development Artist, Illustrator, & Comic Artist
- Netflix, Sony, Cartoon Network, Dreamworks, TCL Research & more...   DEC 2019 - AUG 2023

Guest Speaker @ Rise Up Animation: Design Trainee Program 101 Panel, Straight Ahead Animation Podcast, Asian Queens in Animation: Nickelodeon Artist Program Alumni Panel, Sacred Heart School: 2nd Annual Technology and Engineering Conference, DigiPen Institute of Technology, and UT Austin Animators Club

COMPLETED EDUCATION:

- **Concept Design Academy -** Background Design for Animation with Khang Le   FEBRUARY 2024 - APRIL 2024
- **Concept Design Academy -** Sketching for Environment with Ed Li   SEPTEMBER 2022 - DECEMBER 2022
- **The Workshop Academy -** Virtual Plein Air Painting with Mike McCain   JANUARY 2021 - MARCH 2021
- **DigiPen Institute of Technology -** BFA in Digital Art and Animation   AUGUST 2015 - APRIL 2019