



Shannon Parayil

Visual Development Artist and Background Designer

EXPERIENCE

Color Designer on *Haunted Hotel* Burbank CA — *Titmouse*

APRIL 2024 - JANUARY 2025

- Designing color for assets under the art direction of Robbie Erwin and assistant art director Kat Terada

Freelance Background Designer on *We Baby Bears* Burbank CA — *Cartoon Network*

JULY 2023 - AUGUST 2023

- Designing backgrounds under the art direction of Valerie Schwarz and background lead Cristina Zuniga

Freelance Visual Development Artist on *Unannounced Short Film* Glendale CA — *TCL RESEARCH AMERICA INC.*

MAY 2023 - JUNE 2023

- Creating set designs, floor plans, orthographic designs under the direction of Daniel Rogers Smith and Alexis Wong

Freelance Background Designer on *The Loud House/No Time To Spy: A Loud House Movie* Burbank CA — *Nickelodeon*

MARCH 2023 - MAY 2023, JUNE 2022 - SEPTEMBER 2022

- Drew locations and designing backgrounds under the art direction of Jisoo Kim
- Designing backgrounds under the art direction of Gabrielle Dolby and background lead Michal Wright-Ward

Matte Painter/Illustrator on *Disneyland's Wondrous Journeys* Burbank CA — *Mousetrappe Media*

SEPTEMBER 2022 - NOVEMBER 2022

- Designing projections for the 100 year anniversary fireworks show, "Wondrous Journeys" at Disneyland

Freelance Visual Development Artist on *Neon Galaxy* Burbank CA — *Disney Television Animation*

MAY 2022 - AUGUST 2022

- Developing environment style and 5 backgrounds for an animation test

Visual Development Artist on *Fixed* Culver City CA — *Sony Pictures Animation*

MAY 2022 - JUNE 2022

- Designing environments under director Genndy Tartakovsky and production designer Scott Willis

CONTACT

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PORTFOLIO
www.shannonparayil.com/

SKILLS AND SOFTWARE

Cintiq Proficiency
Windows and Macintosh Proficiency
Adobe Photoshop
Procreate
Outlook Proficiency
Google Drive

EDUCATION

Concept Design Academy
Pasadena, CA —

Sketching for Environment with Ed Li

SEPTEMBER 2022 - DECEMBER 2022

The Workshop Academy,
Redmond, WA —
Virtual Plein Air Painting with Mike McCain

JANUARY 2021 - MARCH 2021

DigiPen Institute of Technology,
Redmond, WA —
BFA in Digital Art and Animation

AUGUST 2015 - APRIL 2019

SOCIAL MEDIA



Freelance Background Designer on *Boons And Curses*
Burbank CA — *Netflix Animation*

FEBRUARY 2022 - MARCH 2022

- Drew backgrounds under the art direction of Drake Brodahl and Chris Tsirgiotis on 2 episodes of season 1

Background Designer on *Velma*
Burbank CA — *Warner Brothers Animation*

NOVEMBER 2021 - DECEMBER 2021

- Created backgrounds under the art direction of Valerio Ventura and background lead Clarke Snyder on 2 episodes of season 1

Location Designer on *The Proud Family: Louder and Prouder*
Burbank CA — *Disney Television Animation*

JUNE 2021 - OCTOBER 2021

- Designed 5-10 backgrounds every 2 weeks on 8 episodes of Season 1 under the art direction of Eastwood Wong

Freelance Comic Artist on *The Loud House Graphic Novels*
Burbank CA — *Papercutz*

MAY 2020 - JULY 2021

- Did the layouts and the final inking on The Loud House Comics under the supervision of Jeff Whitman

Background Designer/Color Designer on *The Loud House*
Burbank CA — *Nickelodeon*

FEBRUARY 2020 - JUNE 2021

- Completed the lineart of 15-35 backgrounds every 2 weeks on 30 episodes of season 5 and 6 under the art direction of Ashley Kliment-Baker

Nickelodeon Artist Program: General Design
Burbank CA — *Nickelodeon*

JANUARY 2020 - JULY 2020

- Worked on The Loud House as a Background Designer with mentor Ashley Kliment-Baker
- Created 8 pieces for an art book to market the artist program
- Developed a weekly social media series for a total of 24 designs

Freelance Illustrator
San Francisco CA — *Allison+Partners*

NOVEMBER 2019 - DECEMBER 2019

- Created 2 PSA illustrations about holiday fire safety

Character and Background Clean-Up Artist
Redmond WA — *Breaking Games/Sketch to Animate*

MARCH 2019

- Drew the final line of 20 cards and the cover art of the board game 'Dungeons are Dangerous!'
- Collaborated and communicates through email quickly and effectively, efficiently producing work for my superior, Travis Blaise
- Actively sought critique while working within a tight deadline and took feedback in a professional manner