

CHRISTOPHER BRADLEY

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SENIOR CONCEPT DESIGNER | ILLUSTRATOR | ART DIRECTOR

I have been lucky enough to have a collaborative and fulfilling partnership with Walt Disney Imagineering for nearly 9 years. That in itself is a dream come true! Inspired by childhood visits to Disneyland, I embraced a calling to navigate life as a creative artist. For me, those trips illuminated the magic that emerges when diverse adults unite to craft the enchanting experiences found in Disney Parks and Resorts. Over the past thirteen years, I've meticulously designed and painted top-tier illustrated materials for themed entertainment, video games, and tabletop games, leveraging impeccable time management and organizational skills. Rooted in a profound understanding of art, design, and construction, I am poised to carry forward the storytelling legacy of the Imagineers. Passionate about fostering the creativity of my peers, I find fulfillment in embodying Walt Disney's mantra: "Dream, Believe, Dare, Do."

CORE COMPETENCIES

Inspirational Visuals | Attraction Storytelling | Theme Park Designs | Executive Presentation Art | Painting | Composition | Drawing | Concept Development | New Experience Ideation | Character Renderings | Visual Research | Scenic Art | Set Decoration | Themed Architecture | Immersive Spaces | Color Theory | Environmental Art | Digital Painting | Lighting Design | Interactive Design | Art Direction | Visual Styling | Creative Solutions | Mentoring | 3D Modeling | Cross-Disciplinary Collaboration

PROFESSIONAL EXPERIENCE

Illustrator, Concept Designer, Art Director

2010 - Present

Bradley's Work, Inc. - Burbank, CA

- Develop 100+ pieces of inspirational artwork for use in presentations at the highest levels of Walt Disney Imagineering and the Walt Disney Company.
- Create an innovative design by producing drawings, 3D models, sketches and scale drawings to portray a cohesive design vision in collaboration with Creative Directors, Show Writers, and Architects.
- Create sketches, presentation quality art, and aspirational illustrations that bring a magical guest experience to life.
- Visualize, and communicate the mood, detail, character, feel, time, place, look, and organization of, theme parks and attractions, resorts, real estate developments, family entertainment centers, and immersive theater projects.
- Produce illustrative materials that capture the story and essence of the experience, and simultaneously inform styling, color, and finishes.
- Direct and advise colleagues on Graphic Design, Set Decoration, Scenic Art, Special FX, Storyboards, and 3D modeling, and never missed a deadline.
- Recognized for excellence by prestigious clients including WDI, Universal, Hasbro, Thinkwell, and Cedar Fair.
- Mentor interns, designers, and fellow illustrators to achieve the highest professional standards.
- Bring vibrant and visually engaging characters and scene illustrations to life for tabletop games, including Dungeons and Dragons, Pathfinder, Game of Thrones, and Star Wars.
- Implement a keen understanding of visual and spatial design in the conceptual development of handheld video games.

- Research and maintain a solid understanding of the client's core business, brand portfolio, and target audiences. Ensures consistent application of brand standards, maintaining a cohesive design in all elements associated with the project through all phases of development.

Concept Artist

2016 - 2020

The Hetteema Group - Pasadena, CA

- Illustrated 40+ dynamic concepts for Universal's Epic Universe theme park and subsequent unannounced projects that were used in presentations to Comcast executives and various important stakeholders.
- Developed and refined complex concepts for immersive themed rides, shows, and lands, participating in each phase of design development from conceptualization through delivery, remaining true to the core vision.
- Collaborated with Creative Directors, Show Writers, Architects, Interior Designers, and Technical Directors to deliver immersive themed experience concepts consistent with our client's goals.
- Conducted in-depth visual and experiential research and crafted recommendations to leadership to enhance the final product.
- Produced ideation sketches, storyboards, elevations, guest POVs, and overall land isometrics, shaping a top-quality guest experience.

Concept Artist/Associate Art Director

2015

Rethink Leisure & Entertainment - Burbank, CA

- Created high-quality illustrations and promotional artwork for Fox World Dubai, an innovative next-gen theme park featuring attractions based on Fox-owned film and TV franchises such as Blue Sky Studios films, Alien, and Planet of the Apes.
- Created world-class themed attraction concept packages for 20th Century Fox, Lotte World, Avatron, Universal, and Walt Disney Imagineering, working cross-functionally with interdisciplinary teams.
- Directed the team in concept design and successful translation of design elements.
- Drove innovation on design-related elements, including materials, color choices, finishes, and specifications.

Construction Superintendent/Project Manager

2005 - 2008

Starsys Development Company - Tucson, AZ

- Supervised nearly 40 tenant improvement projects, planning and scheduling project operations, and coordinating the work of various trades and design teams.
- Engaged with clients to verify the renovation scope of retail, office, medical spaces, and commercial kitchens, ensuring compliance with design drawings and specifications.
- Directed subcontractors on site, coordinating operations, ensuring compliance, and quality assurance to provide facilities as intended by design.
- Recognized for attaining exceptional results by providing projects on time and within budget.

EDUCATION

Bachelor of Fine Arts - Visual Communication

University of Arizona - Tucson, AZ

Painting, Drawing and Illustration

Watts Atelier of the Arts - Encinitas, CA

TECHNOLOGY & TOOLS

2D and 3D Digital Graphics Software | Adobe Photoshop | Blender | Enscape | Sketchup | V-Ray | Rhino | Google Docs | Google Drive | Microsoft Office Suite | Box