

Work Resume

Eric N. Clark

Cell 661 312-4695

<https://www.clarkworx.com>

eric@clarkworx.com

Represented by:

Ellen Ann Mersereau, Esq.

mersereau@earthlink.net

323 461-3316

Concept Design, BG Painting, BG Layout Design, Prop / Vehicle Design

2022

Warner Bros. TV (June 2022) Concept design for 'Mrs. Davis' live action series.

Rick Ladamade – Prop Supervisor

Warner Bros. Animation (Nov 2021 – Apr 2022) Background Painter for season-1 of 'Velma' animated series.

Valerio Ventura – Art Director

2021

CBS Studios (Sept 2021): Freelance illustrations for prop fabrication on prime-time series, 'Magnum P.I.'

John Harrington Prop – Master

Riot Games (Aug 2021): Freelance Concept Design for live action project *TBA*

Theresa Corvino – Prop Master

2020

Cartoon Network (Oct 2020): Freelance BG Layout Design for animated series 'Victor & Valentino'

Sony Pictures Animation (July-2020) Visual Development presentation illustrations for project (TBA)

Thurop VanOrman – Director/ Art Director

John Cohen, Mary Ellen Bauder - Produceers

2009 - 2019

Warner Animation Group (April 2019 - June - 2019) Visual Development on *Space Jam 2*

Devin Crane - Art Director

Warner Bros. Animation (Oct. 2017 - Dec 2018) Design & Painting of color backgrounds for production - '*The Wacky Races*' series .

Walter Martishius - Art Director

ABC Television (Oct 2018) Book cover painting for TV Series - '*The Kid's Are Alright*'

Sony Pictures Television/ Mesquite Productions, Inc. (March - May 2017) Conceptual prop design for live action production - '*Phillip K. Dick's - Electric Dreams*'

Warner Bros. Animation (June – July 2017) Background layout design for production - *Supernatural - Scooby- Doo* animated sequence.

Marvel Animation (June – July 2017) Vehicle concept art for production – *TBA*.

Mattel Inc. (May – August 2017) Environmental concept paintings for development.

Dreameast Pictures USA (June 2015 – July 2016)
Prop/ Background design on ' *Valt the Wonder Deer* ' series.
Ron Myrick – Director

Universal Animation (Sept 2014 – April 2015)
Background/ layout design on ' *Land Before Time #14* ' direct to video feature.
Davis Doi – Director

Warner Bros. Animation
Background/ Layout designer on DVD features, '*Tom & Jerry's Spyquest*' (June – Sept 2014),
'*Tom & Jerry's Giant Adventure*' (Aug – Nov 2012) & '*Tom & Jerry & The Dragon*' (June – Oct 2013)
Spike Brandt – Director

Starz Media/ The Hub (Feb – June 2012)
Background layout design on '*Dan Vs.*' animated television series.
Brian Sheesly - Producer/ Director

Warner Bros Animation: Freelance Layout design for
'*Scooby Doo & the Circus of Vampires*' (Feb – April 2010)
'*Tom & Jerry and The Wizard of Oz*' (May – Aug 2011)
'*Tom & Jerry in Sherlock Holmes*' (Oct – Dec 2009)
Ted Blackman – Art Director

2012

CBS Television Studios : Video game cover artwork for prop in episode of 'CSI:NY'

2010

Warner Bros. Entertainment Freelance digital painting of prop video game cover for episode of 'The Middle'

2008 / 2009

Warner Bros Television: - 7 seasons. Varied freelance artwork for episodes of 'Without a Trace' consisting of suspect sketches, character artwork, and digital manipulations.
John Harrington- Prop master

2008

Sho-Concepts: Concept Design of various attractions for Universal Studios Theme Park-Singapore .
Michael Rizzo – Art Director

Sci Fi Channel: Conceptual art for Sci-Fi Channel live-action feature 'Heat Stroke'
Dennis Duckwall - Co-Producer

2003 / 2005

Warner Bros. Animation : Prop/ vehicle design for
'Baby Loonytoons' television series.
'Kangaroo Jack' DVD Feature
Ron Myrick – Director/Producer

1997-2000

Dreamworks Animation : Background design & clean up for feature films 'The Prince of Egypt' , 'Spirit-Stallion of the Cimarron' & 'Road to El Dorado' .
Lorenzo Martinez – Supervisor

1987 – 1995

Hanna-Barbera Studios Prop/ vehicle design on various television series & television features, such as.. ' *Johnny Quest* ', ' *Swat Kats* ', ' *Ed Grimley* ', ' *Pup Named Scooby Doo* ', ' *Pound Puppies* ', & various others.

Special Skills:

Experienced in Photoshop CS-3 Photoshop CS-5

Some modeling experience in *Blender 2.93* & *Rhino 4.0*