

Lisa Roxanne Hyden

Production Designer/ Art Director

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OBJECTIVE

To gain employment and experience working on motion pictures, television and web-based media as a Production Designer or Art Director.

QUALIFICATIONS

As a filmmaker of multiple talents, I fully understand the intricate processes that contribute to creating a successful production. I come to a set with peak professionalism and a highly motivated work ethic in addition to the ability to operate within a team or excelling as the head of my department. Often working on independent films with little budget, I know where to get the best materials for the most reasonable prices. I have the eyes of an artist and the hands of a carpenter, excelling in the area of set and prop designing/ building with an exceptional attention to detail. Above all, I am a clear thinker who can make it happen quickly and beautifully.

EDUCATION

1998-1999 Video Productions, HS Degree, San Lorenzo Valley High School

1999-2001 General Education, Cabrillo College

2001-2004 Bachelor of Arts-Cinema, San Francisco State University

EXPERIENCE

2009 February- Production Designer/ Builder- Photo Studio Sets

Jade Studios- Memory Lounge Dir. Philippe Lee- On Going

Impressed with my work on Hand to Hand (shot in his studio), Philippe hired me to spearhead the Art Department for his new project for his studio; The Memory Lounge. We will design and build numerous interior and exterior sets ranging from ancient Greece to modern Paris for Philippe to offer his clients as photo settings.

2008 December- Production Designer- Spec Commercial

Miracle Grow Spec Dir. Anders Osterballe- HD- Post Production

By transforming a typical San Francisco Apartment into a timeless, yet peculiar house, I help to convey a story of a lonely man and his plant.

2008 September- Production Designer- Spec Commercial

Energy Drink Spec -Dir. Anders Osterballe- HD- Completed

With very little budget I designed and built an eerie hospital room on a soundstage and transform a nearby hallway to match it, not to mention hunt down numerous medical props.

2008 September- Property Master- Commercial

Adobe 9 -EMotion Studios- HD- Completed

With only one day's notice I produced a "scavenger hunt" style list of props ranging from a school desk to a decoy duck. Managing to turn out everything on the list, even by building one of them, I impressed not only the producers but the clients who happened to stop by.

2008 August- Set Designer- Television Show

[Pera Mo Pera Ko](#) Prod. Beverly Desuasido - ABS CBN- Completed

Impressed with the work from Adobo Nation (listed below), ABS CBN hired me a second time to design and build a custom table to hold a plasma television and three flats to match a previous set.

2008 June- Production Designer- Feature Narrative Film

[Fifth Form](#) Dir. Adam Orman- HD- Post Production

Set in 1990, I transformed an empty Spanish style college dorm into an east coast Prep School living quarters. With several differing characters, each with their own style and room I had my work cut out for me with building false walls, creating original pranks and dressing an entire dorm.

2008 April- Set Designer- Television Show

[Adobo Nation](#) Prod. Eric Pugeda- ABS CBN- Completed

For the Pilipino network- ABS CBN, I was hired to design and build a hip set for their hit talk show, Adobo Nation. This set was to have many dements ions for multi set ups within the show. With limited design requests, we put together a vibrant, stylish set that the entire network is still raving over.

2008 January- Production Designer- Short Narrative Film

[Safety Net](#) -Dir. Eirini Steirou –Super 16mm- Completed

With an extremely low budget, I created increasingly claustrophobic spaces that surrounded four people whose lives collide. Creating an authentic looking pregnant belly was one of the new experiences I had on this film. With one set created from scratch on a sound stage and the rest spread across the city, I had to spend my time and budget carefully.

2008 January- Art Director- Trailer

[Sony PlayStation](#) -Ethos Editorial- HD- Completed

Recommended by Emotion Studios, I was hired to create a hip atmosphere for six young adults to enjoy a new Sony PlayStation game in. With clever use of stylish bedspreads and selective furniture, I disguised a basic family room into a trendy living space.

2007 December- Set Designer/ Builder- Feature Narrative Film

[Hand to Hand](#) -Prod. Kurt Nangle- HD- Post Production

Hired last minute to create a location on a soundstage that the production had lost, we quickly built a dark, dank, false-concrete basement. It had to be large enough for an octagon cage but small enough to fit in a small sound stage. With little budget, we built the walls out of fiberglass foam board for mobility and it's carveable texture. Jade Studios liked the set so much a quarter if it is permanently on display at their studios.

2007 December- Art Director- Commercial

[Nvision](#) -EMotion Studios- HD- Completed

The second time working with EMotion Studios, my job was to create five distinct work and play spaces for different types of computer- savvy people ranging from gamers to military officers.

2007 November- Art Director- Trailer

[Wii Ninja Reflex](#) -EA Sports - HD- Completed

Shooting in an authentic dojo, my job was to bring in a look that would match their new ninja game. Both the studio and the clients were incredible pleased with the trailer, which will now be seen wherever the game is sold.

2007 October- Set Decorator- Feature Narrative Film

[Coming Home](#) -Dir. Doris Yeung- Super 16mm- Post Production

Shooting from the Mojave Desert to San Rafael, the set decoration demanded a combination of Mexican, American and Chinese culture. This was not only to create several homes but also the fabrication of an authentic Chinese funeral.

2007 April- Art Director- Short Narrative Film

[Once Beautiful Past](#)- Dir. Rory Dean- Completed

As the first project with my protégé Emily Rolph in charge, I joined the art team to help her with this extensive short. With ten sets, some created from scratch, this low budget film called for long hours, thriftiness, and creative thinking.

2007 February- Production Designer- Prop for Commercial

[Adobe – Creative Sweet 3 Ad](#)- EMotion Studios- HDV- Completed

Using basic materials and images created on CS3, I will create (and then recreate during production) a zoetrope that has the style and creative abilities of an intelligent 15 year-old girl's for a science project.

2006 October-Production Designer- Short Experimental Film

[Subtle Beyond](#)- Dir. Aaron Meister- Super 16mm- Completed

This film involves building from scratch two separate sets on a soundstage that represent memories in the mind of a character. As a consequence, it must strictly adhere to the writer/director's vision as set down in script and storyboard form.

2006 October-Production Designer- Short Narrative Film

[Monsters at Midnight](#)- Dir. Lauren Briggs- Super 16mm- Post Production

Recreating the singular style of post-WWII era horror films while maintaining a modern perspective, this very low-budget film challenges me to come up with original ideas for monsters and monster related paraphernalia.

2006 October- Production Designer- Prop for Theatre

Due to my creativity and professionalism on [Harrison Montgomery](#), actress Diane Baker hired me to create a young Iranian girl's journal for a stage production. With minimal notice and an unspecified budget, I put together a prop using cursive-style font for the reading of lines as well as cultural artwork hand-drawn on the cover.

2006 September- Production Designer- Feature Narrative Film

[Harrison Montgomery](#) –Dir. Daniel Davila- HD- Post Production

Recreating three run-down apartments in a well-kept building was not as challenging as coming up with thousands of cataloged VHS tapes. Two months of intensive mental and physical labor offered up my biggest challenge as a Production Designer, but also the most rewarding experience I've had to date as this well funded independent feature gave me the opportunity to work with a large, professional crew as well as several big-name actors (including Academy Award winner Martin Landau), all of whom commented on the great assistance that the set design had in formulating their characters.

2006 June- Production Designer/ Exec. Producer- Short Narrative Film

[Niedergang](#)- Dir.- James Panco- HDV- 7 mins

Winner of Best Film at the 2006 San Francisco 48-Hour Film Project. Choosing the genre of 'Silent Film' out of a hat, my group, with the intention of recreating the themes and motifs of German Expressionism, shot completely on blue screen and superimposed miniature sets behind the actors' performances. I was specifically in charge of costumes, set design, miniature design and construction, and make-up.

2006 June- Production Designer - Feature Narrative Film

[The Sweet New](#)- Dir. Raymond Rea- Super 16mm- Completed

This is a particularly challenging film due to the low budget and spanning eras. There are scenes that take place in the 30's, 50's, 70's and 90's, each calling for a specific feel and style and a lot of research. With five interiors and two exteriors all created on the same soundstage one after the other, this film called for quick turn around and a lot of long nights.

2006 April- Art Director- Short Narrative Film

[Filter](#)- Dir. Jason Mitchell -HDV -12 mins

This short piece is part news report and part surveillance camera footage. With well-crafted props and carefully chosen tones, this project allows me to sweeten reality to help prove a point about society.

2006 March- Art Director- Short Narrative Film

[Indiscreet](#)- Dir. Stephanie Carwin - HDV- 15 mins

Creating the atmosphere of an airport bar, this project- one heavier in dialogue than action- was an exercise in my attention to subtlety and minute detail associated with the setting and general mood of the piece.

2006 February- Art Director- Short Narrative Film

[Royal Heights](#) - Dir. Marisa Stertz - DVCPRO -17mins.

A unique aspect of this film was forming a fake dead cat to resemble the live animal used in production. Starting from scratch in an abandoned apartment structure, I was instrumental in furnishing and decorating two complete living spaces including living rooms, kitchens and bedrooms, with specific emphasis to a character's conscious and unconscious tastes.

2005 November- Art Director- Short Narrative Film

[Hatter](#) - Dir. Jason Noel -35mm- 12mins.

This fantasy short with an *Alice In Wonderland* theme took a great deal of time and skill to create a great deal of original and unique props. Starting in preproduction as Prop Master, but moving up a Co-Art Director position, we met our goal of creating a hybrid atmosphere of outdoor nuances in an indoor (soundstage) setting and vice versa.

2005 August -Production Designer-Music Video

[Cannonball](#) - Dir. Jeanette Aguilar- DV24P - 5mins.

A concept music video meant to tell a narrative story by matching *exactly* the looks of four preexisting music videos while still creating an original piece. This was a four-day shoot in eight separate locations with me as the only Art Department.

2005 February- Production Designer - Music Video

[Bleeding Through](#) - Dir: Matt Wakerling - DV24P - 4mins.

My design helped release the narrative within a music video. I alone was in charge of all sets, props, and costumes, taking into account set-ups for multiple FX shots in which a green screen was continually employed in addition to motion tracking effects.

2004 October-Production Designer-Short Narrative Film

[Sun After Darkness](#) - Dir: Tomoe Umeda - 16mm - 13mins.

On this film I had complete freedom to create the melancholy feel the director wanted. For the sets and props I choose pale colors and wide spacing for a sad but realistic atmosphere, again, involving multiple locations.

2004 March through December- Exhibition Intern at Film Arts Foundation

For almost ten months I helped the Exhibition Coordinator, Sharon Jue prepare and advertise for their 20th Annual Independent Film Festival. I posted flyers, contacted filmmakers and was part of the screening committees.

2003 October- Writer/Director/Producer/Production Designer/Editor -Music Film

[I Type For Miles](#) –Dir: Lisa Roxanne Hyden –16mm –6mins.

For my senior thesis film from SFSU I took the ideas and theme from a song and made it my own, while showcasing my passion for the creative process and my versatility within the filmmaker's art. With 1930's style Production Design, rhythmic pacing and dramatic Directing; I created an eerie, claustrophobic world of broken dreams and broken love. My subconscious passion for perfect sets, props and costumes during this film forced me to realize that I was destined for Production Design.

REFERENCENCES

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