

Jeff Coatney Resumé

cell 323.578.4440 / email: toyjeff@yahoo.com

- *Fast* freehand rendering skills
- 17 years professional designer
- 10 years product development
- Experienced Screenwriter
- 10 years manufacturing
- 3D modeling and Animation

Jeff Coatney Creative (08/97 – Present) Principle / Owner

I specialize in story and character driven conceptual art, screenwriting, industrial design, show-set design, storyboards and CG animatics for high-profile clients in the motion picture, television and theme park and consumer products industries. Some recent projects:

Starz Media, Inc. (11/06 – 03/07) Writer & Designer

Co-wrote the script and created designs for live-action feature film Sands of Oblivion.

Rogue Predator Pictures, LLC. (02/04 – 06/07) Senior Product Developer

Created proprietary analytical tools for writers to conceive and evaluate original stories for the purpose of making higher quality, more popular and successful movies, television shows, books and short-stories.

Universal Creative, Inc. (12/06 – 01/07) Designer

Created specialized photo mural backdrop for guest photo op.

Disney Stores, Inc. (08/06 – 12/06) Product Designer

Created new product concepts from Disney film properties like Pirates of the Caribbean, Cars, Toy Story and Ratatouille.

IDT Entertainment, Inc. (12/05 – 04/06) Designer

I created storyboards and concept designs for the live-action film Death Row.

Jada Toys, Inc. (06/05 – 12/05) Toy Designer

I oversaw the development of new toys from concept through engineering to packaging and marketing. As the most experienced toy designer, I mentored fellow designers from concept stage to analytical strategies for mass-market retail.

BRC Imagination Arts, Inc. (09/04 – 05/05) Designer

Created Storyboards and the Graphics package for Sentosa Island attraction in Singapore.

Toy Zone, Inc. (08/00 – 05/05) Design Director

I was responsible for the design development of new boy's toys and collectibles. I mastered the requirements for manufacturing textiles, finished garments, injection-molded plastic and die-cast metal, CNC machining, automated systems for paint and the hand assembly and finishing of mass-market consumer goods.

Educational Background:

Eastern Kentucky University: Bachelor's in industrial design and classical studio Art.

University of Madrid, Spain: Studio study in painting and art history.