## Bee Lily ~

271 Glen Iris Dr NE No.5A Atlanta, GA 30312 (617) 694-1065 aurea.cor.alpha@gmail.com

Dedicated artist able to take on a variety of roles in the film and television production with 6+ years of experience in production design at all levels, scriptwriting, and acting. A dependable and skilled member of the production team and able to collaborate to ensure the highest quality and professionalism of a project. Especially skilled at world building and expansion.

#### Skills

#### Adobe Suite

- Photoshop	******
- Premiere	JJJOO
- Illustrator	<b>TT</b> 000
Clip Studio Paint	****
Google Suite	••••
Leadership	••••
Communications	****
Environmental Design	••••
Character Design	****
Graphic Design	••••
Storyboarding	JUUU

#### **Education:**

Syracuse University, Syracuse, NY BFA in Film, College of Visual and Performing Arts Renée Crown University Honors Program Graduating Class of 2022

Severna Park High School, Severna Park, MD National Art Honor Society Graduating Class of 2018

## **Experience**

2022

## Greens to Go dir. Cameron Joy Gray / Lilac Gray Studios short film - Art Director

- A romantic dramedy with a strong focus on African culture of different forms in America
- Designed set decor and dressing through dialogue with director and production designer
- Constructed and dressed on-location sets for production
- Finalized character palettes and costumes after thorough discussion
- Researched culturally important topics to help represent the African culture central to the film, went over all aspects of designs and choices with director to make sure a positive and accurate representation was achieved

2022

### Grape! Dir. Maya Gupta short film - Production Designer

- A whimsical story about an older woman rediscovering herself by going on everyday adventures with an animated grape
- Developed colour palettes for the film and individual characters alongside the director
- Took care of prop selection and set design/decoration
- Successful task delegation in order to prepare a set while filming in another location

2022

#### The Ghost Club dir. Bee Lily

**short film** - Director, Production Designer, Script Writer & Actor

- A modern-setting Sherlock Holmes pastiche based on 'A Study in Scarlet' featuring some supernatural touches
- Major delegation and experience in managing multiple roles
- Experience both in writing television episode length scripts, and converting and concentrating important content into shorter form pieces
- Adaptation and incorporation of relevant ideas from existing property into a fresh image both through visuals and script content

2021

### The Ways Things Were dir. Lauren Plattman

**short film** - *Production Designer* 

- An introspective piece about how friendships can come apart based on true events
- Thrifting experience for both costuming and props
- Transforming a small space for multiple scenes and different moods while keeping continuity
- Organizing a props list and delegating art department tasks

2020

## *Rest* dir. Tim Buckman

**short film** - Boom Operator

- A serious drama about an abusive relationship between a sister and brother
- Valuable early experience to observe how a more professional set operates

2017

# ARDEUR dir. Casey Baum & Will Fritz / Filmsters Academy short film - Art Director, Key Costumer

- A drama about a man seeking to reunite with his wife featuring a disturbing twist
- Graphic design of an in-world magazine including photography for that purpose and other set dressings and props
- Costume wear and tear experience that follows continuity, representing both time passing and damage
- Some minor make up experience of surface level wounds

2016

# *META* dir. Wes Shiflett & Marlee Roberts / Filmsters Academy short film - *Production Designer, Extra, Costumes & Props*

- A drama about a man who finds himself trapped in romantic comedy, desperate to make it to the sequel
- Experience with portraying two incredibly different tones alongside each other through costume and visual details
- Food and drink stylist experience including continuity and resetting between takes