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AJDF.us

Alan Jergens

Qualifications Summary

An accomplished illustrator, muralist, and art director with extensive experience creating, developing and executing concept/theme oriented projects, signage, backdrops and graphics. An innovative leader and motivator with strong business ethics, highly developed written, verbal and interpersonal communication as well as exceptional visual and instructional skills.

Career Experience

Alan Jergens Decorative Finish Owner/Designer

2015-present

As owner of Alan Jergens Decorative Finish my duties include designing, developing and executing custom themed environments. I consult with the designer and client in business and residential projects to customize and enhance the space. Using a variety of techniques including imagery, stencil work, signage, faux and decorative plaster finishes we work together to create unique and original environments.

IATSE Local 729

2005-present

Set Painter/ Faux Finisher/ Sign writer/ Gang Boss

Television: Nashville, Timeless, Goliath, Barry, VEEP, How to Get Away With Murder, How I Met Your Mother, Kitchen Confidential, The Loop, Reba, Bones, Heroes, My Name is Earl, House, Greek, Samantha Who, Sons of Anarchy, No Good Nick, Uncle Buck, Superstore, The Assassination of Gianni Versace: American Crime Story

Features: Spongebob 3, Step Brothers, Semi Pro, Star Trek, Acts of Valor, Alvin 2, Priest, Transformers

As a faux finish specialist/set painter my responsibilities include developing and applying a variety of specialty paint finishes to television and motion picture production sets. I letter signage, apply vinyl signage, age and glaze walls, goldleaf and silverleaf. I work closely with art directors and production designers in creating specific and unique finishes that will enhance the desired look of the project.

Scenario Design

2004-2005

Scenic Lead, Supervisor

As Scenic Lead/ Supervisor my responsibilities included: overseeing the construction, fabrication and paint of various themed projects; coordinating with project management, department leads and art directors in bringing the desired effects to fruition; managing character paint efforts on location; directing and managing 3-12 man crews in the development and application of specialty character paint techniques.

Projects: Space Mountain graphics package installation (Disneyland), 30 Mobile food cart fabrication and paint (Hong Kong Disneyland), Splash Mountain rehab (Disneyland), Tower of Terror Elevators (Tokyo Disneyland)

EB Effects, Design and Fabrication

2003-2012

Scenic Lead, Supervisor

As Scenic Lead my responsibilities included: participating in the construction and fabrication while overseeing the paint of various themed projects; coordinating with project management and art directors to carry out their creative

vision; directing and managing 3-5 man crews in the development and application of specialty character paint techniques.

Projects: Clopin's Music Box, Woody's Wonder Wagon, Slinky Dog 3D Signage, Blazin' Bucaroos, Manic Mirrors, Carsland props, Rock Candy Mountain, Tarzan Tree House, Alice Tea Cup Ride, Jungle Cruise, HKDL Tomorrowland Eatery, signage and props, Hyperdrive Gates, Costuming

Walt Disney Attractions, Japan

2000-2001

Senior Production Designer

As field art director my duties included assessing work scope on specific projects, interpreting and implementing colorboard information, development and application of paint process. I managed and coordinated multiple crews of 3-10 painters at multiple locations working directly with the senior vice president and art directors to achieve the desired finish and overall look of the theme park.

Projects: Mermaid Lagoon and Mysterious Island Fortress Castles

Walt Disney Imagineering, Glendale, CA

1997-2003

Lead Illustrator

With the new rides and attractions division of WDI, I worked closely with the senior vice president and art directors in developing color direction and design on three-dimensional models as well as architectural renderings. I led crews of 2-8 painters under various time constraints and various project scope. I directed and developed concept as well as material research and experimental application.

Projects: Tokyo Disneyland, Hong Kong Disneyland, California Adventure

Bill Anderson/Mural Makers, N. Hollywood, CA

1993-1997

Assistant Scenic/Local 816

As a scenic painter my responsibilities included developing and maintaining the highest level of quality in the given time constraints for murals, props and signage used in the Disney theme parks, Disney stores, mall tours and promotional venues worldwide.

Otis College of Design, Los Angeles, CA

1995-1996

Instructor

As an instructor of junior and senior level illustration technique I taught both traditional and digital application. I conceived and directed various projects designed to develop the individual student's skill levels.

Freelance Experience

Skills: Airbrush, Automotive painting, Watercolor rendering, Acrylic rendering, Mural/scenic and Prop painting, Faux finish, Blacklight, Sign painting, Stencil painting

Clients: E.B Effects, Disney Publishing, Mattel Toys, Disney Stores, Hanna Barbara Studios, Disney Consumer Products, Elwell Associates, Show Technologies, Universal Studios, Disney Graphics (WDI), Imagein Leather, Isabella Fiore, Children's Space, Rubin Procoppio, Dreamworks SKG, Enesco, LA Zoo, Stunts Unlimited, Barwood Films, Barbara Streisand Estates, Tool INC., LA Downtown women's Shelter, In The Making, LA

Education

Otis Parsons Art Institute, Los Angeles, CA B.A.

I excelled in my studies as an Illustration major finishing on the Dean's list and at the top of my class. I was selected as head resident assistant in charge of 100 students in the school dormitory.

Lake-Sumter Community College, Leesburg, FL A.A.

I excelled in general studies focusing on Illustration/ Commercial Art. I graduated with honors (Dean's list)