

Resume
Kevin Sean Sullivan
Freelance Storyboard Artist

Freelancing from residence in Orem, Utah since 2005.

Freelance work includes storyboarding for film, television, and corporate. Work also includes illustration, illustration and graphic design for film, theme park design, and concept art.

2009-2023 Storyboards for **commercials**. **Over 155 projects** with clients such as Browning, Cabelas, Church of Jesus Christ of Latter-Day Saints, Cricut, Dan and Busters, Domo, EWTN, Exxon, Foundation for a Better Life, Franklin-Covey, Hilton Grand Hotels, Indian Motorcycles, Intermountain Health Care, McDonalds, Penn Med, Purina, Rossi Firearms, San Bernadino County, Sinclair, State of Nevada, Suzuki, Verizon, and Vivint.

2023 Storyboards, **Temple Square guest experience**, Utah.

2023 Storyboards, **The Square Tree**, Calif.

2023 Storyboards, **Yo Gabba Gabba**, Utah.

2022 Storyboards, **Yo Gabba Gabba**, Utah.

2022 Storyboards, **The Carpenter**, Utah/South Africa.

2022 Storyboards, **Book of Mormon Video Library**, Utah.

2022 Storyboards, **Hacktoberfest**, worldwide.

2022 Storyboards for **Theme park VR venue**, **Thinkwell**, Calif.

2022 Paper props and graphic design, **Best Christmas Ever**, Utah.

2022 Photo manipulation, **Gonzo Girl**, Utah.

2021 Storyboards and set renders, **9 Years to Neptune**, Utah.

2021 Storyboards, **Book of Mormon Video Library**, Utah.

2021 Illustrator, Children's picture book.

2021 Storyboards, **Amber Brown**, Utah.

2021 Storyboards, **Jesse Reyez music video**, Canada.

2020 Set design renders, **High School Musical the Series**, Utah.

2020 Theme park concept, **Buffalo City Park**, North Dakota.

2020 Storyboards, **Act of God**, Utah/Romania.
2015- 2020 Illustration for white board presentations, **Ydraw**, Utah.
2009-2020 Adjunct Teaching at UVU (intermittent), including storyboarding.

2019 Storyboards, **A Nativity Story**, Utah.
2019 Storyboards, **Those Who Wish Me Dead**, New Mexico.
2019 Storyboards, **Short film for Catholic Church**, Alabama.
2019 Illustrator, Children's picture book.
2009-2019 Paper Prop production and costume design work for over 9 productions.
2010-2019 Storyboards, Corporate productions, Franklin-Covey, Utah.
2011 to 2019 Storyboards for **17 unreleased** films.

2018 Production Graphics for **Show Offs**, BYU Tv, Utah.
2018 Storyboards, **Other Side of Heaven II**, Utah/Fiji.
2017-2018 Teaching at BYU as an adjunct and full-time faculty (including Storyboarding).

2017 Production theme park murals, **Soarin', Tokyo Disney Seas**, Tokyo.
2017 Storyboards, **Yellowstone**, Park City.
2017 Storyboards, **Instrument of War**, Utah/Lithuania.

2016 Storyboards, **Wind River**, Utah/Montana.
2016 Production Murals, **Polynesian Cultural Center**, Lai'e Hawaii.
2016 Storyboards, **Extinct**, BYU Tv, Utah.
2016 Storyboards, **The Stray**, Utah/Colorado.

2015 Layout for animation, **Disney Television**.
2015 Animation storyboards and layout, Hyperion Productions, California.
2015 Children's book illustration, Elk Princess.
2015 Water Park Concept design and murals, Jing Fang, China.
2015 Theme Park development, California.
2015 Storyboards, **Blood and Oil**, Park City, Utah.

2015 Concept art **Shell Hut Entertainment**, Bangkok, Thailand.
2009-2015 Theme Park concepts and design, Mike Lee, Hawaii, Tahiti, New Jersey, Alabama, and California.

2014-15 Storyboards, **Christian Broadcast Network**.

2014 Military historical fine art print, Valor Studios, Colorado.

2014 Theme Park development, China.

2014 Theme Park design and concept, Egypt.

2014 Theme Park, **Evermore**, Utah.

2014 Storyboards, matte painting and concept art for **12 Dogs of Christmas II**, Utah.

2014 Storyboards, Children's programming, Colorado.

2014 Prop design, **Janus Project**, SLC, UT.

2014 storyboards and production design, **Blood Moon**, California.

2014 Storyboards, **Christmas Eve**, Utah/Bulgaria.

2013 Layout for animation, **Disney Television**.

2013 Animation Production, Happy Kids, Utah.

2013 Corporate illustrations, Franklin-Covey, SLC, Utah.

2013 Storyboards, **H8RZ**, Utah.

2013 Storyboards, **Shadow Wolves**, Utah.

2012 Game concept design, **TRC Family Entertainment**, Malta.

2012 Storyboard and concept design, full time, LDS MOPIC. Utah.

2011 Themed attraction development, Carnival Cruise Lines.

2011 Theme Park Design and concept, Korea.

2010 Production art, Dowdle Puzzles, Lindon, Utah.

2010 Layout and Background design, **Golden Street Animation**, Provo. Utah.

2010 Animation Layouts and Storyboards, **White Knight Productions**, Mexico.

2009 **Graduated Summa Cum Laude, BFA, Illustration**, UVU, Utah.

2009 Theme Park development and concept, Korea.

2009 Illustration, Children's books.

2008 Storyboarding, **Bonneville Communications**, Utah.

2008 Storyboarding, **Blank Slate**, HBO, Utah.

2006-2007 Mold Maker-Sculptor, Western Architectural, Utah.

2004-5 Production murals, **Tokyo Disney Seas Tower of Terror**, Tokyo.

Prior to working out of Orem:

2004 Art Director, designer, **Disney Entertainment**, WDW, FL.

1993-2004 Senior artist, **Walt Disney Feature Animation Studios**, Orland, FL.

1993 Storyboards, opening segment for **Fantasia Continued**, Orlando, FL.

1990-1993 Animation Artist, **Don Bluth Entertainment**, Burbank, California.