

JASMINE GARNET ART DIRECTOR



203 - 994 - 1167



jasminegarnet1@gmail.com



www.jasminegarnet.com



I enjoy interfacing with all departments to collaborate & coordinate the complex, unique items & time frames we are asked to deliver...

Helping us all find solutions by looking at the large picture - while paying attention to the details... and making sure that we work as a team to deliver to camera with a professional and respectful attitude.

SELECTED EXPERIENCES

- **STARZ** **POWER BOOK IV : FORCE** - Season 3 Chicago, IL
PRODUCTION DESIGNER: Heather Ratliff DIRECTOR: Robert Townsend
LINE PRODUCER: Richard S. Lederer UPM: James R. McAllister
- **AMC** **THE WALKING DEAD** - Season 11 Atlanta, GA
SHOW RUNNER: Angela Kang EXECUTIVE PRODUCER: Scott Gimple
UNIT PRODUCTION MANGER: Tom Luse DIRECTOR: Greg Nicotero
- **AMC** **THE WALKING DEAD : WORLD BEYOND** - Season 1 & 2 Richmond, VA
SHOW RUNNER: Matt Negrete EXECUTIVE PRODUCER: Scott Gimple
LINE PRODUCER: Jonathan Starch PRODUCING DIRECTOR: Loren Yaconelli
- **MTV** **TEEN WOLF** - Season 5 & 6 Los Angeles, CA
CREATOR / SHOW RUNNER: Jeff Davis PRODUCING DIRECTOR: Tim Andrew
PRODUCED BY: Capital Arts DIRECTOR: Russell Mulcahy
- **BBC AMERICA** **DIRK GENTLY'S HOLISTIC DETECTIVE AGENCY** - Season 2 Vancouver, BC
CREATOR: Max Landis EXECUTIVE PRODUCER: Robert Cooper
EXECUTIVE PRODUCER: Rick Jacobs EXECUTIVE PRODUCER: Arvind David
- **CW** **ROSWELL, NM** - Season 1 Santa Fe, NM
PRODUCING DIRECTOR: Tim Andrew LINE PRODUCER: Ken Topolsky
PRODUCED BY: Amblin Television DIRECTOR: Jeff Hunt

SKILL SET & ADDITIONAL INFO

ADOBE CREATIVE SUITE : Photoshop, Illustrator, InDesign, Fresco App
SKETCH UP and LAYOUT - TwinMotion/Epic Games Rendering & Presentation
MISC. PROGRAMS : Excel, TeamGnaatt, Slack, 360 Photo Tours, Notability
Love of Graphics, Greens and Organized Work Flow
IATSE Local #800 - Art Director's Guild

REFERENCES

PRODUCTION DESIGNER : Tom Hallbauer
tom@thomashallbauer.com
917 - 568 - 0280
UPM / EP : Tom Luse
tom.luse@icloud.com
404 - 433 - 3908