

# Michael Carney

## Designer / Art Director

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A Production Designer and Art Director best known for work on large-scale reality shows like Wipeout, American Ninja Warrior, and Holey Moley with a proven track record in multi-genre Television, Film and Previs projects. Comfortable collaborating with and managing artists from diverse backgrounds and disciplines. Experienced executing visual through lines in large fast-paced environments under deadline

### EMPLOYMENT HISTORY HIGHLIGHTS

(FULL SHOW LIST ON REQUEST)

#### Supervising Art Director Arete Custom Builds

2019 - 2024 (non-exclusive)

- Conceived and executed the rebrand of WIPEOUT for TBS
- In-house Supervising Challenge AD on ULTIMATE SLIP N SLIDE for NBC, and THE FINAL STRAW for ABC
- Macro oversight of SPFX, Grip and Art department communication and collaboration
- Responsible for creation and execution of site layouts
- Previs'd sets for shows and Network pitches
- Managed Art Directors, Illustrators, and Graphic Artists

#### Production Designer and Previs Artist The ATS Team

2014 - 2021 (non-exclusive)

- Production Designed AMERICA'S TOP DOG S1 for A&E
- Previs'd sets and show concepts for outside companies
- Created and Previs'd obstacles for various shows
- Assessed sites for obstacle course viability

#### Production Designer and Art Director A. Smith and Co

2011 - 2018 (freelance and non-exclusive)

- Production Designed AMERICAN NINJA WARRIOR 8-10
- Production Designed TEAM NINJA WARRIOR 1-2
- Production Designed the NFL PROBOWL SKILLS SHOWDOWN
- Art Directed AMERICAN NINJA WARRIOR 3-7
- Responsible for visual identity of the shows and working with corporate clients for trade outs and activations
- Managed Art Directors, Illustrators, and Graphic Artists
- Responsible for assessing locations around the country for viability and documenting needs for local governments
- Responsible for creation and execution of site layouts

### OTHER MISC FREELANCE ROLES

- Art Director BIG BROTHER S25
- Art Director in charge of show open on HOLEY MOLEY S2
- Production Designer of a movie shot entirely in Afghanistan heading up an Afgan crew
- Art Director on multiple seasons of PUNK'D and SCARE TACTICS which required convincing and immersive environments
- Interior design show veteran

### SKILLS

#### Design Team Management



#### Project Previsualization



#### Site Planning



#### Set Design



#### Sketchup



#### Photoshop



#### Illustrator / Graphic Design



#### Vectorworks



#### Blender



#### Twinmotion



#### Unreal Engine



#### Client Management

