



# Marcelo Vignali

Family entertainment, themed entertainment and animation artist: Sony Pictures Animation, Disney Feature Animation, Disney Television, Walt Disney Imagineering, Marvel Studios, Company 3 Animation, Microsoft, Dynamix, Electronic Arts, Rock Star Games, DIC Ent., Hanna Barbera, Blizzard Ent., and Wizards of the Coast.

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## EXPERIENCE

### **Company 3 Animation/SDFX – Los Angeles** **Director of Creative Development/Art Direction**

April 2021 - Current

Marvel's What If series – Episodes: 104, 203, 206  
Free Fire – short  
Meet the Walkers  
Lena  
Road of Vengeance

### **Disney Television Animation – Burbank** **Director of Development/Art Direction**

April 2019 - April 2021

Alice's Wonderland Bakery  
Mickey and the Roadster Racers  
The Ghost and Molly McGee  
Moon Girl and Devil Dinosaur  
Hamster and Gretel  
Spidey and His Amazing Friends  
Pupstruction

### **Sony Pictures Animation – Culver City** **Visual Development/Production Designer/Art Direction**

January 2003 - April 2019

Vivo  
Spider-Man Into the Spider-Verse  
Smurfs - The Lost Village  
Hotel Transylvania 3  
Hotel Transylvania 2  
Hotel Transylvania  
Cloudy with a Chance of Meatballs  
Surf's Up  
Open Season

### **Dixie State University – Utah** **Adjunct Professor**

1998 - 2002

Life Drawing Instructor  
Fundamentals of Drawing

### **Disney Feature Animation – Burbank** **Visual Development**

July 1995 - December 2002

Brother Bear  
Lilo & Stitch  
Home on the Range

## SKILLS

- Creative Executive
- Production Design
- Concept Design
- Art Direction
- Visual Development
- Character Design
- Show Design
- Illustration
- Digital Drawing
- Digital Painting
- Traditional Drawing
- Traditional Painting
- Teaching
- Mentoring
- Public Speaking

## LANGUAGE

English  
Spanish

Atlantis  
Emperor's New Groove  
Mulan

## **Walt Disney Imagineering – Glendale Concept Designer**

November 1989 - July 1995

Disney America  
Tokyo Storybook Gardens  
Toon Town  
Muppet Land

## **DIC Entertainment – Burbank Character/Background Designer, Visual Development**

April 1987 - Oct 1989

Alf, Alf Tales  
Captain Nintendo  
The Real Ghostbusters  
Star Comm  
Maxi's World

### **EDUCATION**

## **Otis Parsons School of Design – Los Angeles**

September 1983 - June 1987

Trained in Illustration/Graphic Design

### **AWARDS**

**ASIFA** -- Nominated for Production Designer of the Year: 2007, 2012

**Toastmasters** -- Advanced Communicator Silver