

# Lindsay Balaka

 LindsayBalaka@gmail.com

 LindsayBalaka.com

 behance.net/lindsaybalaka

## Concept Artist/Illustrator, Costume Design & Development

Walt Disney Imagineering/Disney Live Entertainment Anaheim, CA | 2022-Present

- › Design/develop prints, engineered prints, embroidery, graphics, and other production elements working in a wide range of illustration/graphic styles.
- › Design graphics packages and style guides used in collaboration with resort enhancement, marketing, and merchandise partners. Packages include illustrations, patterns, character art, and use guidelines.
- › Develop research packages, digital mockups, Pantone call out sheets, technical line drawings, and tech packs.
- › Creating merchandise concept art. Partnering with merchandise teams when costume design assets are needed for merchandise development.
- › Illustrate concept renderings using both digital painting and composite image techniques.
- › Create accurate art files for Studio costume reproductions working from physical assets or photo documentation.
- › Building strong relationships with creative and production partners. Ensuring all files shared are organized, technically precise, and in adherence to all relevant brand and style guidelines.
- › Contributions can be seen: Disneyland Resort, Disney Cruise Line, Walt Disney World Resort, Aulani, and Tokyo Disney.
- › Portfolio: lindsaybalaka.com/disney-parks (Contact for PW.)

## Fabric Development Project (Temporary)

Disneyland Resort Anaheim, CA | 2023

- › Led the initiative to consolidate fabric inventory from closed shows into an "Open Stock" section. The goal was to promote environmentality by encouraging reuse of fabric.
- › Identified over 1200 bolts of fabric and developed an inventory database with searchable attributions.
- › Created swatch cards and a digital/physical swatch book.
- › Developed log system to track fabric as its taken and returned.
- › Built an animatronic fabric database and facilitated the move of over 1400 bolts of fabric to off-site warehouse.

## Costume Production Support & Documentation Specialist

Disneyland Resort Anaheim, CA | 2017-2022

- › Photographed costumes in studio and performance settings.
- › Photoshopped large volumes of photos: color corrections, retouches, background removals, and photo composites.
- › Managed photos, metadata, & assets in the production PLM database and garment issue system.
- › Wrote abbreviated descriptions to describe garments following strict nomenclature standards.
- › Illustrated garment technical flat drawings.
- › Developed digital and physical documentation packages.
- › Supported costumer intern on-boarding and training.

## Costumer (Temporary - Disney Wonder Dry Dock Project Team)

Disney Cruise Line Victoria, BC, Canada | 2019

- › Team was responsible for the inventory and inspection of all garments and identification of quality issues.
- › Fit crew members in new costumes.
- › Dry dock is a fast paced assignment that requires flexibility, patience, & innovation as the team works aboard a ship under heavy construction.

## Costumer Assistant

Disneyland Resort Anaheim, CA | 2017

- › Assisted costumers to upkeep and replenish costumes.
- › Provided support at fittings and rehearsals.
- › Created detailed show documentation.
- › Upkept handwork details on garments (hand sewn embellishments, painting, rhinestoning, etc.)
- › Worked fast-paced special event assignments.

## Costumer Professional Intern

Disneyland Resort Anaheim, CA | 2016-2017

- › Primary project: Fantasmic show redevelopment.
- › Facilitated collaboration between the casting, costuming, and choreography teams to streamline fitting process.
- › Developed and maintained cast fit guides.
- › Led the team taking measurements for hundreds of potential cast members. (Manually & with a 3D Scanner.)
- › Researched and presented materials for the costume designer to choose from.

## Costumer Professional Intern

Walt Disney World Resort Lake Buena Vista, FL | 2015-2016

- › Responsible for managing the upkeep and replenishment of costumes and supplies for assigned shows.
- › Managed workroom builds. Provided guidance at fittings.
- › Researched, and procured materials.
- › Collaborated with designers to select materials.
- › Managed costume assistant support.

## SKILLS

- › Rendering: Digital & traditional
- › Textile and Surface Design: Repeat & engineered prints
- › Product development
- › Designing while following strict branding and style guidelines
- › Technical drawings, tech packs, production guides, style guides, Pantone sheets, and mockups
- › Graphic design, typography, hand lettering
- › Advanced Photography: archival, documentation, & performance
- › Photo retouching and compositing
- › Extensive textile & historical dress knowledge
- › Garment pattern development
- › Preparing digital & print materials for presentation
- › Puppetry design, build, and operation

## TECHNOLOGY KNOWLEDGE

- › Adobe Creative Cloud
- › Databases/Digital Asset Management: Gerber YuniquePLM, FileMaker Pro, 5th Kind
- › RFID Systems
- › 3D Software: Autodesk 3DS Max/Mudbox and CLO
- › Intermediate web design

## EDUCATION

### University of Michigan

Ann Arbor, MI 2012-2016  
BFA Theatre Design and Production  
School of Music, Theatre and Dance

### Southern New Hampshire Univ.

Online/Manchester, NH 2020-2022  
BA Graphic Design and Media Arts

### American Academy of Art

Chicago, IL 2010-2011  
Studied Design and Illustration