

Lindsay Balaka

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Be 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 environmentalism 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