

Scott Joseph Moore — Visual Artist & Fabricator

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Objective

Creative and technically skilled artist seeking entry-level roles in film/TV production, special effects, set construction, or themed entertainment. Over 40 years of hands-on experience in art, sculpture, fabrication, and skilled trades — now complemented by an MFA in Film & Television (SCAD). Ready to bring craftsmanship, teamwork, and a passion for immersive environments.

Core Strengths

- Special Effects & Prop Fabrication (Practical/Digital, Mold-making)
- Set Design & Construction (Welding, Carpentry, Scenic Painting, Theming)
- 3D Modeling & Animation (Maya, Photoshop, Digital & Hand-drawn)
- Storyboarding & Visual Storytelling
- Collaborative Production Workflows
- Safety, Compliance & Technical Labor

Education

- MFA, Film & Television — SCAD, Savannah, GA (2025)
- Film production, directing, editing, sound, VFX, post-production
- Software: Avid, DaVinci Resolve, Final Draft, Movie Magic, Pro Tools

BFA, Computer Animation — Ringling College of Art & Design, FL (2000)

3D modeling, character design, animation

Software: Maya, Photoshop, Final Cut Pro

Fine Art Studies — CCRI, Warwick, RI (~50 credits, 1987–1995)

Professional Experience

Art Technician, Laran Bronze Foundry, PA (2020–2022)

Responsible for bronze sculpture processes: pouring, welding, grinding, patina application, detailing, and custom mold creation

Owner/Creative Director, Moore Art Expressions / S.M.art Castings, FL (2008–2020)

Oversaw public sculpture projects from initial concept to installation

Created life-size animal sculptures in mixed media and bronze for nonprofit organizations

Performed mold-making, edition casting, patina work, and repairs

Props & Sets Modeling Supervisor, Aston Worldwide Productions, FL (2000–2002)

Supervised 3D modeling and design of sets and props for animation productions

Worked collaboratively with animators and directors

Lead Patina Artist / Production Manager, Bronzart Foundry, FL (2002–2008)

Provided patina services, including work on Rauschenberg's "The Ancient Incident"

Managed sculpture production and finishing processes

Skilled Trades & Technical Labor (1981–2000)

General Dynamics, Hoechst Celanese, Gulf Coast Signs: Performed welding (MIG/TIG), CNC operation, blueprint reading, and custom installations

Concrete & Carpentry (New England/FL): Experienced in formwork, concrete pouring, and finishing

Warehouse Machinery Operator ('84–'05): Operated forklifts, cranes, and scissor jacks

Technical & Artistic Skills

- Materials: Wood, clay, bronze, resin, wax, digital sculpture, concrete, foam, scenic paints
- Tools: Table/band saws, grinders, welders, CNC, airbrush, hand tools
- Software: Maya, Photoshop, DaVinci Resolve, Avid, Final Cut Pro, Final Draft, Microsoft Office
- Processes: Mold making, casting, scenic finishes, fabrication, 3D modeling, set rigging

Professional Qualities

- Creative Problem Solver: Adapts ideas to real-world constraints
- Team-Oriented: Collaborates with directors, designers, clients
- Hands-On Builder: Blends design with skilled trade execution
- Self-Driven & Dependable: Tackles complex tasks, meets deadlines

Portfolio & References: Available upon request or at www.grandprovidentiaunited.blog