

CREDITS

(updated 2-12-2025)

FEATURE FILM:

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| <i>This Tempting Madness</i> (2023) | This Tempting Madness, LLC Kevin Bird, Felicity Nove | Set Design using AutoCAD |
| <i>The Mother</i> (2022-23) | Netflix Jean-Francois Campeau / Felicity Nove / Amanda Knehans | Set Design using AutoCAD |
| <i>Purple Hearts</i> (2021) | Netflix Kevin Bird, Amanda Knehans | Set Design using AutoCAD and SketchUp |
| <i>Seberg</i> (2018) | Nelly Films AAE, Inc. Jahmin Assa, Justin Allen | Set Design using AutoCAD |
| <i>Breaking In - Feature</i> (2017) | Breaking In Pictures Cece De Stefano, Michael Budge | Set Design using AutoCAD |
| <i>The Conjuring 2</i> (2016) | Evergreen Media Group, Dune Entertainment, New Line Cinema Julie Berghoff, A. Todd Holland | Set Design using AutoCAD |
| <i>Sleepless Night</i> (2015) | Sleepless Night Productions, LLC Tim Grimes, Timothy Kirkpatrick (TK) | Set Design using AutoCAD |
| <i>Locked In</i> (2014) | Red Room Productions David Lazan/ Chris DiLeo | Set Design using AutoCAD |
| <i>Race to Save Nome</i> (2012) | Freedom Films Nelson Coates, David Lazan | Set Design using AutoCAD |
| <i>Lucky Stiff</i> (2012) | Lucky Stiff Productions Stephen Marsh, Timothy Kirkpatrick (TK) | Set Design using AutoCAD |
| <i>The Guilt Trip</i> (2011) <i>(My Mother's Curse)</i> | DW Productions Nelson Coates, David Lazan | Set Design using AutoCAD |
| <i>Superhero</i> (2008)(Reshoots) | Super Films Bob Ziembicki, Doug Cumming | Set Design using AutoCAD |
| <i>The Polar Express</i> (2003) | Rick Carter, Alicia Maccarone, Norman Newberry, Tony Fanning | CAD Set Design for CGI sets |

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| <i>I Spy</i> (2002) (Reshoots) | Marcia Hinds Bo Johnson | Set Design (Traditional pencil and CAD) |
| <i>Secret Disguise (American Pie 2)</i> (2001) | Universal Studios Richard Toyon/Kitty Bates | Set Design. (Traditional pencil and model making) |
| <i>The Last Castle</i> (2001) | DreamWorks Kirk Petrucci/Larry Hubbs | Model Making |
| <i>Collateral Damage</i> (2000) | Warner Brothers Philip Rosenberg/Marc Fisichella and model making) | Set Design. (Traditional pencil |
| <i>Shrek</i> (1997) | DreamWorks SKG: Animation Bill Perkins/James Hegedus | Set Design (CAD), Layout, study models. |
| <i>Batman and Robin</i> (1997) | Warner Brothers Barbara Ling/James Hegedus | Set Design (CAD) |
| <i>Contact</i> (1996) | Warner Brothers Ed Verreux/Larry Hubbs | Study model. |
| <i>Independence Day</i> (1995/6) | 20th Century Fox Mike Joyce | Model Making, Dimensional Design. |
| <i>Batman Forever</i> (1995) | Warner Brothers Mike Joyce | Model Making, Dimensional Design. |
| <i>Outbreak</i> (1994) | Boss Film - David Jones | Set Design. |
| <i>Tall Tale</i> (1993) | Walt Disney Pictures Tim James | Prop Maker. |
| <i>Adams Family II</i> (1993) | Walt Disney Pictures Tim James | Prop Maker. |
| <i>Toys</i> (1992) | Walt Disney Pictures Tim James | Model Maker. |
| <i>Batman Returns</i> (1991) | Boss Film David Jones/Mike Joyce | Model Making, Dimensional Design. |
| <i>Honey, I Blew Up the Kid</i> (1991) | Walt Disney Pictures Tim James | Model Maker. |
| <i>Another 48 Hours</i> (1991) | Paramount Pictures | Electronics, |
| <i>Die Hard II</i> (1991) | 20th Century Fox | Electronics, |

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| | Alfred Di Sarro | Special Effects |
| <i>The Doctor</i> (1990) | Touchstone Pictures | Sets. |
| <i>Solar Crisis</i> (1989-90) | Boss Film David M. Jones/Bill Klinger | Model Maker, Electrical. |
| <i>The Hunt for Red October</i> (1989) | Paramount Pictures Alfred Di Sarro | Electronics, Special Effects. |
| <i>Abyss</i> (1989) | Dream Quest | Model Standby. |
| <i>Batteries Not Included</i> (198?) | Universal Studios Tom Homshire | Electrical. |
| <i>Dragnet</i> (198?) | Universal Studios | Special Effects |
| <i>The Beast</i> (1987) | First Take | Prop Builder |
| <i>Child's Play</i> (1987) | First Take | Prop Builder |
| <i>Karate Kid II?</i> (1986) | First Take | Prop Builder |
| <i>Space Balls</i> (198?) | First Take | Prop Builder |
| <i>2010, Odyssey Two</i> (1984) | MGM Studios - Henry Millar | Electronics |
| <i>Red Dawn</i> (1983) | MGM Studios | Wired tanks. |
| <i>Baby</i> (1983) | Walt Disney Studios Ron Tantin | Dinosaur skins. |
| <i>Star Trek III - Search for Spock</i> (1983) | Paramount Studios Don Elliot | Prop Maker |
| <i>Splash</i> (1983) | Walt Disney Studios Bob Spetter | Prop Maker. |
| <i>Beast Master</i> (1981) | Norman Griffan | Prop Maker. |
| <i>One from the Heart</i> (1981) | Zoetrope Studios Greg Jean | Model Maker, Dimensional Design. |
| <i>Body Heat</i> (1980) | The Ladd Company - Greg Jean | Miniature backing |
| <i>Roadie</i> (1980) | Jerry Allen Productions | Model Maker |
| <i>Cheach and Chong's Next</i> | Universal Studios | Model Maker. |

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| <i>Movie</i> (1979) | David Garber/Wayne Smith | |
| <i>Airport '79</i> (1979) | Universal Studios - Abe Milrad | Model Maker |
| <i>Buck Rogers in the 25th Century</i> (1979) | Universal Studios David Garber/Wayne Smith | Model Maker, Dimensional Design. |

TELEVISION:

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| <i>The Company You Keep</i> 2022 | Kevin Bird /Felicity Nove | Set Design using AutoCAD |
| <i>All Rise</i> 2021-2022 | | |
| <i>Truth Be Told</i> 2022 | Corey Kaplan / John Vertress | Set Design using AutoCAD, |
| <i>Grace and Frankie</i> - 2021 | Netflix Deverah Herbert / Timothy Kirkpatrick (TK) | Set Design using AutoCAD, SketchUp, Photoshop, Illustrator, Google Earth |
| <i>Pivoting</i> - 2020 | Warner Brothers Krista Gall / Caty Maxey | Set Design using AutoCAD, SketchUp |
| <i>Triage</i> (pilot) 2020 | Kevin Bird / Amanda Knehans Warner Brothers | Set Design using AutoCAD |
| <i>Gaslit</i> - 2020 | Starz Daniel Novotny / Mark Satterlee, Rob Tokarz | Set Design using AutoCAD, SketchUp |
| <i>The Walking Dead - World Beyond</i> - 2021 | AMC Tom Hallbauer / Jasmine Garnet | Set Design using AutoCAD, SketchUp |
| <i>Sex Lives of College Girls</i> - 2020 | Warner Brothers Susie Mancini / Suzan Wexler | Set Design using AutoCAD, |
| <i>Triage</i> - 2020 | ABC Kevin Bird /Amanda Knehans | Set Design using AutoCAD, SketchUp |
| <i>Black Lightning</i> - 2020 | Warner Brothers Arlan Jay Vetter / Rosa Palomo | Set Design using AutoCAD, SketchUp, Layout |
| <i>Rutherford Falls</i> - season 1 | Universal Television Kathleen Widomski / Chris DiLeo | Set Design using AutoCAD, SketchUp |

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| <i>The Orville</i> - season 3 (2019-2020) | ABC - 20 th Century Stephen Lineweaver / Robert Strohmaier | Set Design using AutoCAD, SketchUp, Rhino, Photoshop Illustrator |
| 9-1-1 - season (2019) | ABC - 20 th Century Giles Masters / Brian Jewel | Set Design using AutoCAD, SketchUp, Photoshop |
| <i>Snowfall</i> - season 3 (2019) | Mimim / FX Tomas Voth / Timothy Kirkpatrick (TK) | Set Design using AutoCAD, SketchUp, Photoshop and traditional model making |
| <i>Barry</i> - season 2 (2018) | HBO Tyler Robinson, Eric Schoonover | Set Design using AutoCAD and SketchUp |
| <i>What If</i> - season 1(2018) | Warner Brothers TV L.J. Houdyshell, Brian Jewell | Set Design using AutoCAD |
| <i>Strange Angel</i> - season 1 (2017-2018) | CBS Warren Young, Timothy Kirkpatrick (TK) | Set Design using AutoCAD and SketchUp |
| <i>Legion</i> - season 2 (2017- 2018) | 20 th Century Fox Michael Wylie, Nick Ralbovsky | Set Design using AutoCAD, SketchUp, |
| <i>The Get</i> (2017) | CBS Tony Fanning, Chris Farmer | Set Design using AutoCAD and SketchUp |
| <i>Pure Genius</i> (2016) | Universal Studios Steven Jordan, Alberto Gonzalez-Reyna | Set Design using AutoCAD |
| <i>Agents of Shield</i> (2016) | FTP Productions Greg Melton John Vertrees | Set Design using AutoCAD and SketchUp |
| <i>Teen Wolf</i> - seasons 5 & 6 (2015 - 2016) | Cowboy Jack Productions Tom Hallbauer, Jasmine Garnet | Set Design using AutoCAD |
| <i>The Thunderman's</i> (2016) | Nickelodeon Josee Lemonnier, Tracy NeJame | Set Design using AutoCAD |
| <i>The Last Ship</i> - season 2 (2014-15) | TNT Marek Dobrowolski, Alicia Maccarone | Set Design using AutoCAD & Illustrator |
| <i>Selfie</i> (2014) | Dina Lipton / Oana Bogdan | Set Design using AutoCAD |

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| <i>Wilfred</i> - part season 4 (2014) | FX Michael Whetsone, David DiGiacomo | Set Design using AutoCAD |
| <i>Weird Loners</i> - Pilot (2014) | 20 th Century Fox Michael Whetsone, Michael Budge | Set Design using AutoCAD |
| <i>The Last Ship</i> - season 1 (2013-14) | TNT Marek Dobrowolski, Alicia Maccarone | Set Design using AutoCAD & Illustrator |
| <i>Quarry</i> - Pilot (2013) | HBO Tim Grimes, Timothy Kirkpatrick (TK) | Set Design using AutoCAD |
| <i>Two Wrongs</i> - Pilot (2013) | 20 th Century Fox Michael Whetsone, Lauren Rosenbloom | Set Design using AutoCAD |
| <i>The New Normal</i> (2012) | 20 th Century Fox Tony Fanning, Jonathan Carlos | Set Design using AutoCAD |
| <i>Jimmy Kimmel Live</i> (2012) | ABC David Ellis, Donna Stamps | Set Design using AutoCAD |
| Untitled Philadelphia Lawyers Project (AKA <i>The Fallen</i>) - Pilot | Stalwart Productions Tim Grimes, Timothy Kirkpatrick (TK) | Set Design using AutoCAD |
| <i>Ben and Kate</i> (2012) | 20 th Century Fox Richard Toyon, LJ Houdyshell | Set Design using AutoCAD |
| <i>Friday Night Dinner</i> - Pilot (2012) | NBC Nelson Coates, Jonathan Carlos | Set Design using AutoCAD |
| <i>American Horror Story</i> - Season 1 (2011) | 20 th Century Fox Mark Worthington, Edward L. Rubin | Set Design using AutoCAD and Sketchup |
| <i>The New Girl</i> - Pilot (2011) | 20 th Century Fox Jeff Sage, Michael Budge | Set Design using AutoCAD |
| <i>Lie to Me</i> - Season 3 (2010) | 20 th Century Fox Victoria Paul, Robert Strohmaier | Set Design using AutoCAD |
| <i>Rizzoli & Isles</i> - Season 1 (2010) | TNT - Horizon Scripted TV Stephan Marsh, Louise Dorton | Set Design using AutoCAD |
| <i>Rockford Files</i> (Remake- pilot) (2010) | Universal Studios Maxine Shepard, Michael Budge | Set Design using AutoCAD |

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| <i>Justified</i> - Season 1 (2009-10) | FX - Sony Michael Z. Hanan / Charlie Lagola / David Blass | Set Design using AutoCAD |
| <i>Southland</i> - Season 2 (2009) | Warner Brothers Maxine Shepard, Michael Budge | Set Design using AutoCAD |
| <i>The End of Steve</i> - Pilot (2008) | ShowTime Michael Z. Hanan, Jay Vetter | Set Design using AutoCAD |
| Golden Oak Ranch Project (GORP) (Disney Ranch new back lot) (2008) | ABC Michael Z. Hanan, Jay Vetter, Dan Jennings | Set Design using AutoCAD |
| <i>Ghost Whisperer</i> , Season 3 and part of Season 4 (Ep. 401-408) (2007-8) | ABC Mayling Cheng | Set Design using AutoCAD |
| <i>Journeyman</i> - Pilot (2007) | Fox Mayling Cheng | Set Design using AutoCAD |
| <i>Sleeper Cell</i> - Season 2 (full season) (2006) | ShowTime Stephan Marsh, Randy Moore, T. K. | Set Design using AutoCAD |
| <i>invasion</i> - Season 1 (full season) (2005-6) | Warner Brothers Mayling Cheng | Set Design using AutoCAD |
| <i>Everyday Life</i> (2004) (Pilot) | Cabot McMillon - Universal | Set Design (CAD & models) |
| <i>Complete Savages</i> (2004) Episode 109 | Universal Television Sharon Busse, Gary Smoot | Set Design (Traditional pencil) |
| <i>ER</i> (2003) | Warner Brothers Eric Warren | Set Design (Traditional pencil) & Computer Graphics |
| <i>The Spaces</i> (2003) | Jim Dultz - Warner Brothers | Set Design (Traditional pencil) |
| <i>CSI (Crime Scene Investigators)</i> (2000-2002) | Richard Burg / Tim Eckel CBS | Design of new production offices & Set Design (Traditional pencil) |
| <i>Titus</i> (2001) | Fox / Steve Olson | Set Design (Traditional pencil) And Model Making |
| <i>Family First</i> (2000) Pilot (<i>That's My Bush</i>) | Tom Azzari Comedy Central | White House Sets (Pencil drafting) |

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| <i>Dog Days</i> (2000) | Carsey-Werner Productions Garvin Eddy / Jerry Dunn | Set Design (CAD) |
| <i>X-Files</i> (1998) | 20 th Century Fox / Corey Kaplan | Set Design (CAD) |
| <i>The Pretender</i> (1997) | MTM / Jay Vetter | Study model. |
| <i>The Pentagon Wars</i> (1997) | HBO / Vince Cresciman | Set Design (CAD) |
| <i>Cracker</i> (1997) | ABC; Jeffrey L. Goldstein | Set Design (CAD) |
| Various (including: <i>Home Improvement</i> ; <i>Boy Meets World</i>) (1991-1994) | Walt Disney Studios Tim James | Prop Maker, Model Maker. |
| <i>Attack of the Fifty Foot Woman</i> (1993) | Fantasy II Mike Joyce | Model Maker, Live Action Standby. |
| <i>Buried Alive</i> (1989) | HBO - Bill Klinger | Special Effects |
| <i>Tales from the Crypt</i> (1989) | Boss Film David Jones | Model Maker, Dimensional Design. |
| <i>The Owl</i> (1988) | Warner Brothers | Special Effects |
| <i>Switched at Birth</i> (1988) | Lorimar | Special Effects |
| <i>Star Trek: (The Next Generation)</i> (1987) | Paramount Pictures Dick Brownfield | Electrical, Rigging. |
| Various (including: <i>Knight Rider</i> ; <i>Air Wolf</i> ; <i>Murder She Wrote</i> ; <i>Amazing Stories</i>) (1984-1989) | Universal Studios Tom Homshire/Jim Creason | Props, Electronics. |
| Various (including: <i>Cheers</i> ; <i>Happy Days</i>) (1983-1991) | Paramount Studios Don Elliot/Brian Tipten | Props, Special Effects. |
| Various (including: <i>Max Headroom</i> , <i>Valerie</i> ; <i>Perfect Strangers</i> ; <i>Dallas</i>) (1987) | Lorimar Studios Tim Smyth | Props, Special Effects |
| <i>Buck Rogers in the 25th Century</i> (1979-1980) | Universal Studios David Garber/Wayne Smith Peter Anderson/David M. Jones | Model Maker, Props, Dimensional Design. |
| <i>Battlestar Galactica</i> (1979-80) | Universal Studios David Garber/Wayne Smith | Model Maker, Props. |

COMMERCIALS:

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| AT&T (2023) | O Positive | Set Design |
| (Castle / toilet - client not disclosed) (2021) | FDX-Partizan | Set Design |
| Ford (2021) | Pulse Commercials, LLC Surfing Dallas Shaun Ross | Set Design |
| Acura (1992) | Boss Film | Props |
| Anderson Group (1988) | Boss Film | Dimensional Design. |
| Isuzu (1988) | Fantasy II | Dimensional Design. |
| McDonalds (1987) | First Take | Prop Builder |
| Playtex (1983) | Coast Special Effects | Miniatures. |
| Tomy Toys (1981) | Team Productions | Dimensional Design. |
| Jovan Dial-A-Tan. (1981) | Precision Film Group | Prop. |
| Sasson Jeans (1981) | Precision Film Group | 3-D logo. |
| Flying Tigers | Norman Griffan | Oversize watches |
| Pacific Northwest Yellow Pages | Norman Griffan | Oversize props |

OTHER FILM AND VIDEO:

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| <i>Dinner With Kip</i> (2002) (short film) | Chris Schwartz | Art Director, Set Decorator |
| <i>House Beautiful/Art Director Guild: Hollywood Bungalow Project</i> (2000) | Bill Durell, Bill Creber Cynthia Charette | Set Design (Pencil) |
| <i>Gabrielle</i> (2000) | UCS Student Film Stephanie L. Jones | Production Designer, entire Art and Construction Departments |
| <i>The Continuing Adventures of Kid Dynamo</i> (short film) 1999 | Chris Schwartz | Art Director, Set Decorator, Special Effects |

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| <i>Freak Boy</i> (1999) | UCS Student Film Amro Hamzawi | Production Design, Set Decorator, Set Design, Graphics |
| <i>Absolut Versace</i> (1996) (for 4-97 Vogue Magazine) | L'Wren Scott | CAD Set Design. |
| Video game (1994) | Stargames | Model Making |
| <i>Lucky Goldstar</i> (1992) (Simulator ride) | Boss Film David M. Jones | Drafting and managed laser cutting. Model making. |
| <i>Horizons-Choose Your Tomorrow (EPCOT)</i> (1982-1983) | Walt Disney Productions David M. Jones | Model Making. |
| <i>High Frontier</i> (1982) | Metavision | Model Maker. |

NON FILM:

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| Old London theme home theater lobby (2014-2015) | David Williams | Design set for basement home theater |
| TV Land (theme park)(2014) | Mark Lugar | Design theme park concepts |
| Afgan building training mock-ups (2006) | Stu Segal | AutoCAD drafting |
| Bathroom (2006) | Kahmann | Drafting |
| Various Interior Design Projects (2005) | Design Reflection | Drafting |
| Star Trek-like livingroom (2004-2005) | Rory Ward | Interior Design, AutoCAD 2D and 3D |
| Design House 2004 | IDS Tri-Valley Chapter | Drafting, rendering |
| Trade Show booth (2004) | Shanghai | Design in AutoCAD, 2D & 3D |
| House (2003) | Suzanne First | Marker/Pencil renderings |
| Various Interior Design Projects (2003) | Jennifer Herwit | Drafting. |
| Various Interior Design Projects (2003) | Nicole Sica | Drafting. |
| Trade Show Display (2003) | Sexy Hair Concepts | Design, drafting, renderings |

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| Star Trek-like Desk (2003) | David Gotlib | Design desk for Star Trek fan |
| P. B. X. Board (2003) | John Arnold | Redraw in CAD, from old pencil. |
| <i>Borg Encounter</i> (Bremen Space Park) (2002) | Peter Clemens/Jeff Goldstein Paramount Studios | AutoCAD drafting. |
| Casella Home (2002) | Casella | CAD Drafting for patio. |
| Pole Home (2002) | Pole | CAD Drafting for remodel |
| Designer Play Houses (2001) | AutoCAD drafting. | Valerie Robert |
| Various Architectural Projects (2001) | TDM Architects | AutoCAD drafting. |
| Various for Nancy Lerner Interior Design | Nancy Lerner | Drafting, traditional and CAD. |
| <i>Assistance League of Southern California Design House</i> (2000) | Peggy McClellan | Study model and drafting. |
| Custom Convention Booths (2000) | West Coast Displays | Drafting, CAD and pencil. |
| Various Live Theater Buildings: New and remodel. (1998-1999) | R. F. McCann & Co. Theatre | Design, drafting (CAD), Architects; Pasadena, Ca. computer renderings, Photoshop. |
| <i>Indiana Boomtown Casino</i> (1995) | Jerry Allen Productions | Dimensional Design. |
| <i>City of the Future 2010 - Gas Science Center</i> (1991) | Jerry Allen Productions | Model for Museum |
| Various amusement facilities (1990) | Walt Disney Imagineering Bill Vanek | Dimensional Design. |
| <i>Mini Plants</i> (1990) | Landmark Entertainment Group | Design and build animated displays. |
| Various aerospace (1982-1990) | Tom Taylor | Model Maker. |
| Various (1981-1993) | Design Models Inc. | Architectural and |

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| | | Industrial models. |
| Transformer Toy Prototypes (19??) | Mike & Scott | Model making. |
| Universal Studio Tours, Florida (1982 and 1988) | Design Models Inc. | Architectural models of two versions. |
| Various amusement facilities (1988) | Design and models. John De Cuir Jr. | Cinimatix |
| Universal Studio Tours, Florida (1987) | Universal Studio. Tom Homshire | Architectural models. |
| American Motors (198-) | Brubaker Group | Auto interior. |
| <i>Communicore</i> _(EPCOT) (1982) | Brubaker Group | Model Maker. |
| Exxon/Esso Gas Station (1980) | Brubaker Group | Model Maker. |

Also: numerous kits for collectors.

PERSONAL:

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| <i>Kaland</i> Theme Park. (1980-present) | 1/1000 scale 60"x 60" | Design and model. |
| <i>Luna One</i> Lunar city. (1980-present) | 1/1000 scale 30"x 60" | Design and model. |
| <i>Deep Sea 6</i> undersea city-seascape (1987) | 1/1000 scale 48"x 100" | Design and model. |
| <i>Neptune's Kingdom</i> Amusement Park. (1975-1976) | 1/1200 scale 12"x 18" | Design and model. |

Also: numerous dioramas; several planets and moons; numerous spaceships; and home furniture. Home improvement, design and build.