



DESIGNER

MAKER

STORYTELLER

linkedin.com/in/zach-zdun-205869ab/

Education

SCAD - SAVANNAH, GA

Production Design – Master of Fine Arts (2019-2022)

UNIVERSITY OF WISCONSIN - STEVENS POINT, WI

Graphic Design – Bachelor of Fine Arts (2013-2016)

UNIVERSITY OF WISCONSIN - MILWAUKEE, WI

Architectural Studies – Minor (2011-2013)

Art Department

WRIGHT SQUARE VINTAGE & RETRO (2022)

Commercial, Production Designer

LAMENTATIONS (2022)

BFA Thesis Short, Production Designer

A WOMAN'S LOVE IS BRIEF (2022)

SCAD Student Short, Production Designer

XEROCOLES (2021)

MFA Thesis Short, Producer/Art Dept. Consultant

TRAPPED (2021)

Feature, Production Designer

THE ALMOND (2024)

Short, Production Designer

CASUAL COLLISION (2020)

MFA Thesis Short, Production Designer/Properties

BLACK MARKET HOTLINE (2020)

Comedy Short, Production Designer/Properties

LITTLE WOMEN (2020)

SCAD Theatre Production, Prop Design/Fabricator

STREAM (2019)

SCAD Stage Production, Costume Designer/Fabricator

Field-Related Work Experience

WILD BLUE TECHNOLOGIES, DE PERE, WI

Fabricator/Installer (January 2024 - January 2025)

Produced custom environmental graphics and builds for various clients.

Sourced and maintained material inventory.

Traveled to various job sites to complete on-site fabrication and installation.

THEME FUSION, CLEVELAND, TN

Fabricator for Themed Environments (April 2023 - October 2023)

Produced themed environments in a research, design, fabrication, & installation capacity.

SKIDAWAY ISLAND STATE PARK, SAVANNAH, GA

Maintenance Park Ranger/Exhibition Designer (April 2020 - August 2022)

Serviced and maintained park grounds, equipment, and facilities year round.

Designed and built museum exhibit for the new Visitor Center on Skidaway Island.

Assisted in the restoration and assembly of a lifesize prehistoric sloth.

WORMSLOE STATE HISTORIC SITE, SAVANNAH, GA

Interpretive Park Ranger (September 2019 - April 2020)

Complied and organized information on the site and its grounds, regarding Wormsloe's significance in local and regional Georgian history.

Wore colonial accurate garb to conduct tours and demonstrated skills/trades of the colonists.

HEINZEN PRINTING, MARSHFIELD, WI

Pre-Press Design Intern (November 2014 - March 2015)

Worked within all aspects of the commercial printing from pre-press to assemblage.

PICTURING MILWAUKEE: BLC FIELD SCHOOL, MILWAUKEE, WI

Undergraduate Research Fellow (October 2011 - September 2014)

Assisted Professor of Architecture to design and impliment brand identity/UX design for The Picturing Milwaukee database.

Collected and curated field school data to highlight Milwaukee's landscape and neighborhoods.

Software

Adobe Photoshop

Adobe Illustrator

Adobe InDesign

Adobe Dimension

Adobe Premiere Pro

Auto CAD

SketchUp & Layout

V-Ray

Vectorworks

Z-Brush

Microsoft Office

Google Suite

Skills

Sculptor

Fabricator

Researcher

Diverse Communicator

Plant Care/Greens

3D Digital Modeling

Rendering

Sketching/Drawing

Scaled Model-Making

Carpentry

CNC

Budget Management

Field Measurements

Location Scout

Site Surveying

Brand Strategy

& Identity

Graphic Design

Marketing & Sales

Print-Ready Files

Critical Thinking

Script Writer

Copy Writer

Producer

Art Direction

Time Management

Awards and Exhibitions

ANDERSON RANCH ARTS CENTER (2016)

Snowmass Village, CO

Westcliff Scholarship

for Furniture Design

CORNING MUSEUM OF GLASS (2016)

Corning, NY

Glass Art Society Juried Exhibition

PICTURING MILWAUKEE:

BLC FIELD SCHOOL

UW-Milwaukee, WI

Cultures and Communities Grant (2013-14)

AASLH Award for Merit (2013)

SURF Grant Recipient (2012-13)