

#### PORTFOLIO AVAILABLE AT WWW.NIAMHLYNAM.COM

#### ΜE

I'm am a **Dublin based** production designer and art department crew member. I'm a graduate of Production Design for Stage & Screen at IADT, with a verifiable track record of reliablity and a strong work ethic.

#### CONTACT INFORMATION

Email: niamh.a.lynamegmail.com

Instagram: niamh.lynam.art

Portfolio Website: www.niamhlynam.com

Phone: **0863747360** 

#### TECHNICAL SKILLS

- Proficient in AutoCAD/ Photoshop/ Procreate
- Modelmaking
- Scenic Painting
- Set Dressing
- Budgeting
- Good Knowledge of Construction
- Confectionary Styling

- In-depth Researching

- Fully Licensed Driver

#### PERSONAL SKILLS

## - Reliable team-player -

I have plenty of experience in being a dependable member of a team from my years in doing group projects in college

## - Level-headed problem solver -

I can work well in highly pressurised environments due to the demanding work I have done in service industy for the past 5 years

#### -Excellent communication skills -

I have developed my communication skills through my expericene with working with other departments on a number of short films and stage pieces

## -Determined person with a great attention to detail -

I am passionate about many aspects of art and design and love working on the fine details to help tell a story

#### RITS & ROBS

- Enthusiasm for history and miniature models
- Coffee trained/ latte art buff
- Free time spent going to museums, the theatre, the cinema and music festivals
- Collector of coffee table art books

#### PROFESSIONAL WORK

portfolio www.niamhlynam.com

#### FILM/TV EXPERIENCE

**HOD ROLES** 

Out of Order, short film, directed by Kosta Mushu 2019 Production Designer

Chair Car, short film, directed by Antonio Pozojevic 2019 Production Designer

Visit, short film, directed by Fabo Toth 2019 Production Designer

Guess Who, TV game show, directed by Hannah Keegan 2020 Production Designer

Chasing Down The Fame, Pastiche, music video, directed by Louis Maxwell 2020 Production Designer

#### ASSISTANT/TRAINEE ROLES

The First Dance, short film, directed by Daragh Goan 2018 Production Assitant

Memory Foam, short film, directed by Martyna Dubicka 2019 Production Assistant and Props Manager

Just About Time, short film, directed by Daniel Bolaños Meade 2019 Production Assistant

Shop Suey, short film, directed by Daniel Angarita 2019 Production Assistant

The Fortune Terrace, short film, directed by Alícia Peres 2019 Production Assistant

Cease, short film, directed by Aisling O'Regan Sargent 2020 Production Assistant

Sisters, short film, directed by Étáin Nash 2020 Production Assistant

*Epic*, television pilot, directed by James Griffiths, Disney 2021 Art Department Trainee, Set Dressing Trainee

## STAGE EXPERIENCE

Francesco Cavalli's La Calisto, directed by Sinéad O'Neill , The Project Arts Centre, 12–18 Jan 2020 Production Assistant, Stagehand

#### EDUCATION BACKGROUND

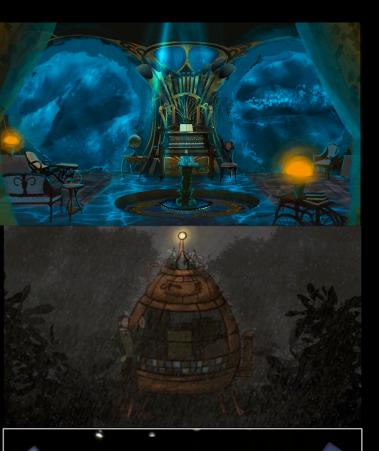
## THE NATIONAL FILM SCHOOL, IADT, DUN LAOGHAIRE

Design for Stage and Screen- Production Design (2017-2021)

## ART AND DESIGN PORTFOLIO PREPARATION, COLÁISTE DHÚLAIGH CDCFE, RAHENEY

Foundation in Third Level Art and Design Practice (2017)

- Portfolio Preparation Foundation year QQI Award (Level 5 5M1985)
- 585/600 Portfolio Points



# **CONTENTS**

20,000 LEAGUES UNDER THE SEA (3-5)

THE TIME MACHINE (6-7)

**GUESS WHO?** (8-10)



CHAIR CAR (II-I3)

LA CALISTO (14)

CHOP SUEY (15)

**SISTERS** (16-17)

**MARAT SADE** (18-19)



20,000 LEAGUES UNDER THE SEA
Designing for film. For my final year project I am currently redesigning Disney's 20,000 Leagues Under the Sea, based on the book by Jules Verne. My design is heavily influenced by the forms seen in both marine life and art nouveau design. This is my progress so for.









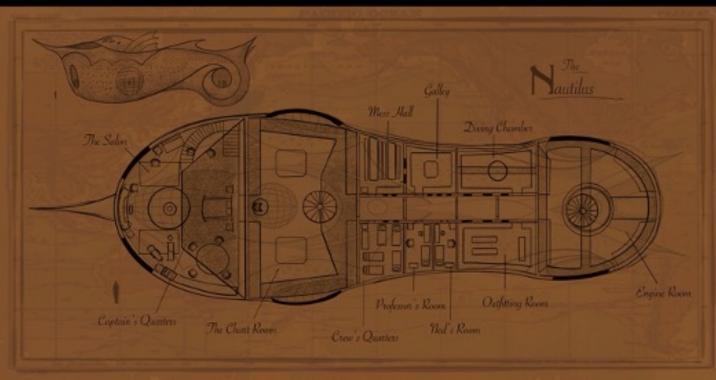


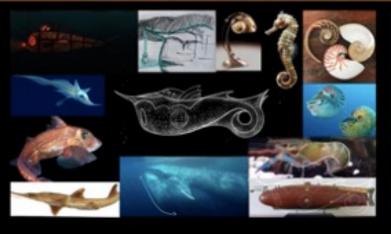




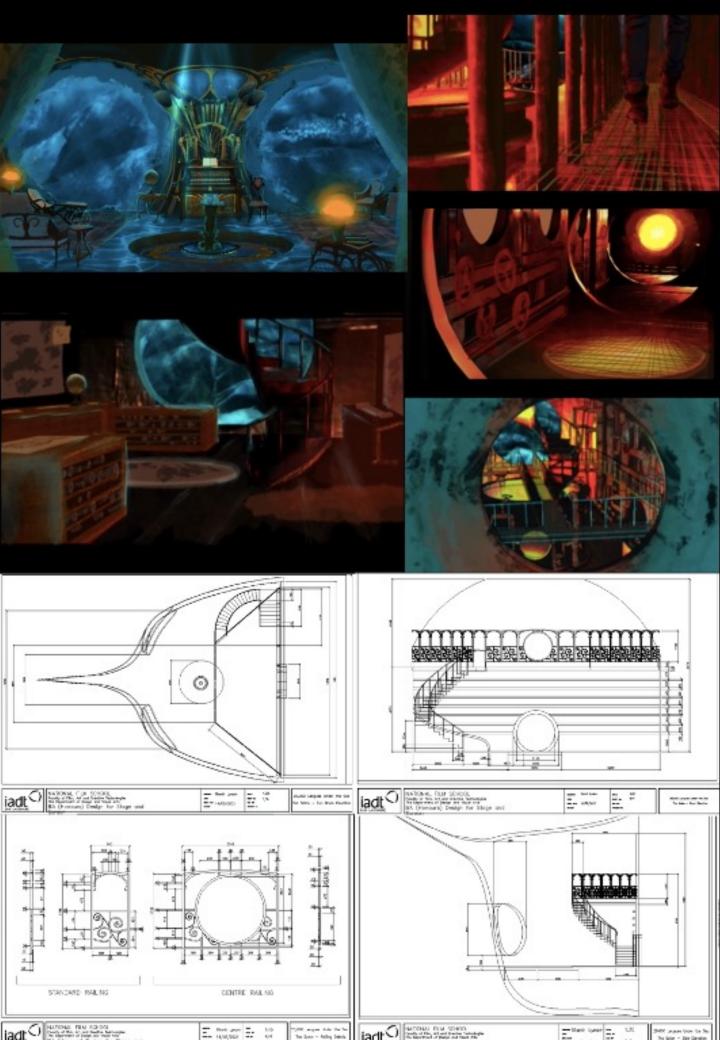














THE TIME MACHINE
For my final year minor project in
2020 I choose to design the science
fiction classic, H.G Well's The Time
Machine. Working from a film script
from the 60's, I redesigned the film
taking influences from the Arts and
Crafts movement. The project
consisted of creating concept work
and designing the time-travellers
library and laboratory in AutoCAD.

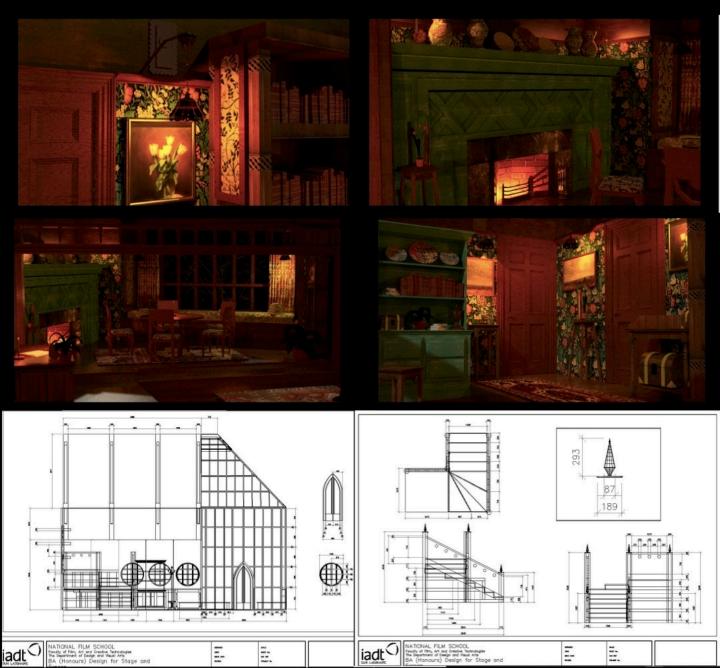




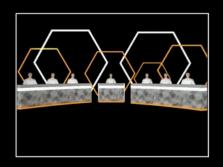




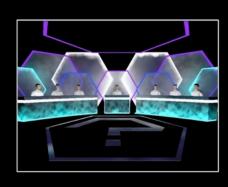


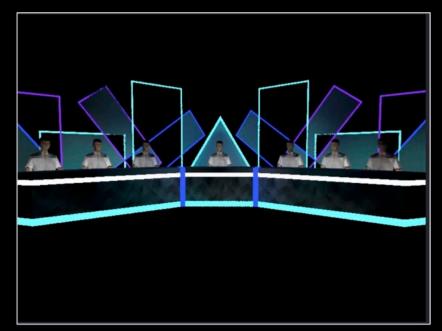






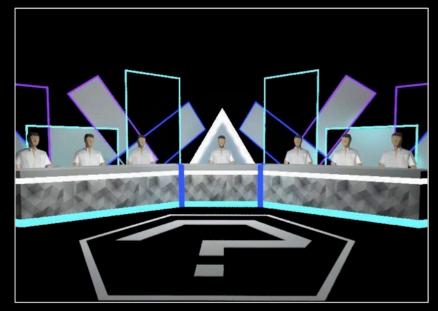






GUESS WHO
Designing for television. For this project I was asked to design a set for a television game show as part of film student Hannah Keegan's final year project. The set had to accommodate six guests and a presenter and so needed a large desk and a wide background. I wanted the background to be colourful and geometric to add interest to the wide shot as well as the close up shots of the individual contestants.

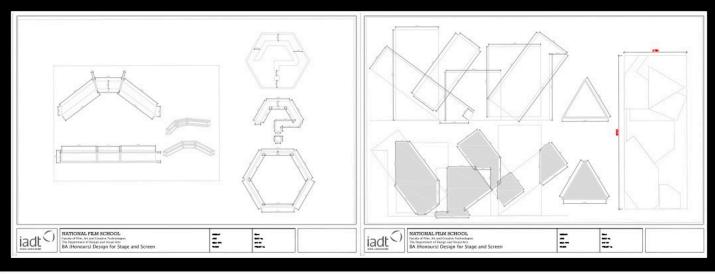


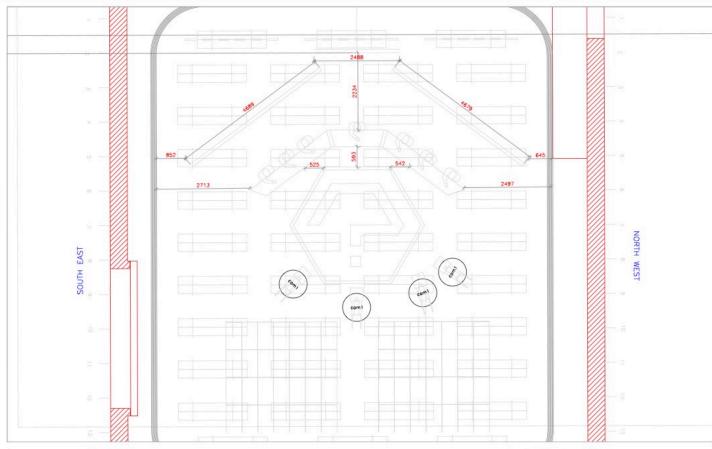














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The Department of Design and Visual Arts
BA (Honours) Design for Stage and Screen

















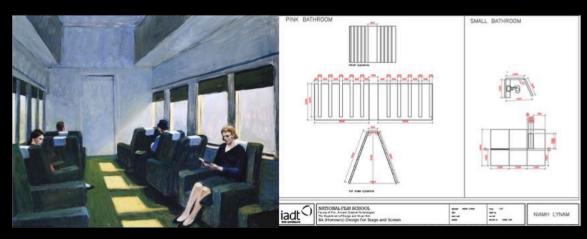


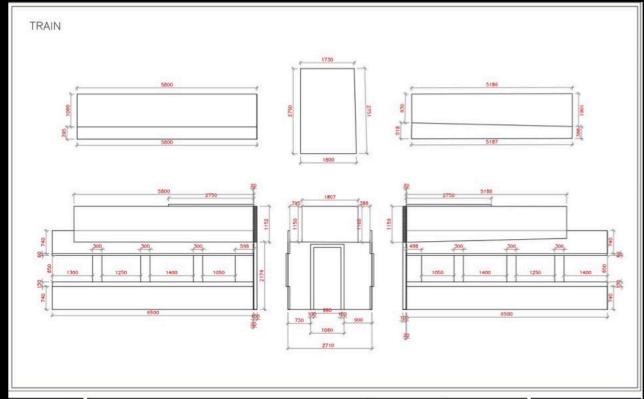
## CHAIR CAR

L'HAIR CAR.

I had the opportunity to design the set for three short films through the Viewfinder project, where design students worked in collaboration with masters cinematography students from around the world, to create a film piece based on Edward Hopper's paintings. My team was assigned Chair Car

1965. Each film would have a main space and a second space.







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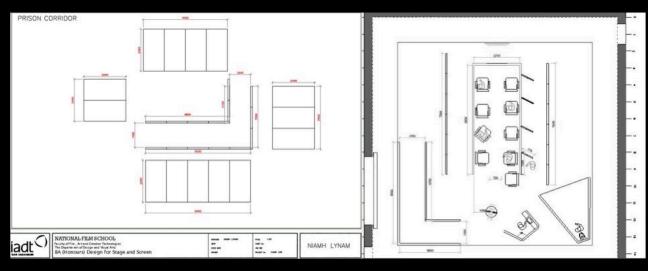
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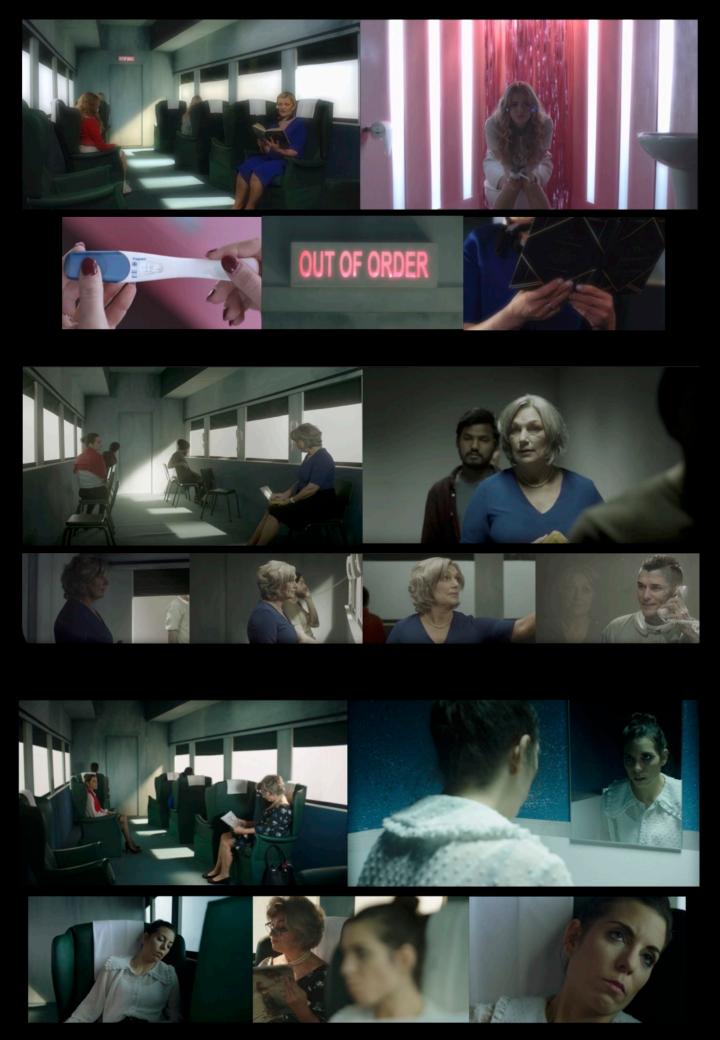






# OUT OF ORDER





LA CALISTO
In collaboration with RIAM, 3<sup>rd</sup> year design for stage and screen students were invited to design for their 2019 performance of La Calisto. I acted as a production design assistant as well as a stage hand for the show.



















CHOP SUEY
As part of the Viewfinder project I had a role as assistant production designer for Aoife Mc Intyre on three short films. I assisted in construction, painting, set dressing, props managing and working on set



































SISTERS
For this project I worked along side Aoife Kelly as her production design assistant. The short film was created by fourth year film student Etain Nash. The story involved a trio of sisters and a look at their life in an orphanage in the 70's. Shooting on location in Claremont House and Glencree Centre for Peace Claremont House and Glencree Centre for Peace and Reconciliation Co.Wiclow, provided a great setting which we then needed to transform to suit the story- my largest task was the kitchen.







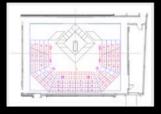


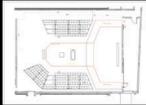


# MARAT SADE Designing for

theatre, surrealist play by Peter Weiss. Takes place in a mental asylum. I wanted to create an environment that's would look too clean for the patients to inhabit, effectively othering them. I also wanted a space that the actors could work comfortably while still showing hierarchy and

interacting with the audience.



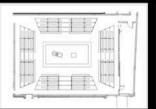


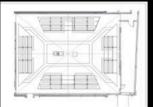


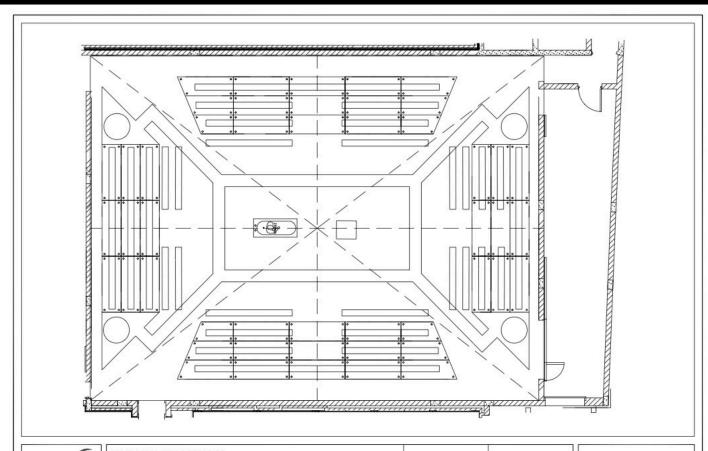














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Faculty of Film, Art and Creative Technologies The Department of Design and Visual Arts

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SCALE SHEET NA. CAD PREF PROJECT No.

