

Anla Bolkan

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PROFESSIONAL SUMMARY

Creative video production and art department professional with 3+ years of experience supporting television, documentary, and scenic design. Strong background in Adobe Creative tools, storyboarding, and fast-paced production environments, contributing to engaging, artistic-driven visual content.

RELEVANT EXPERIENCE

Art Production Assistant | Bravo, *Top Chef* | 2025

- Supported a 60-person production team including directors, producers, and designers, also assisting with camera operation on a nationally broadcast television series.
- Orchestrated on-set logistics for "Top Chef" video production, guaranteeing art direction and props were camera-ready for 100% of shooting days despite location changes.
- Tracked 100+ props and dressing elements, implementing media management strategies to minimize on-set delays and filming reshoots.
- Conducted visual research and sourced materials that enhanced story clarity and on-screen aesthetics, resulting in 100% positive feedback from the director.
- Sourced and managed unique props, procuring 10+ specific items daily like vintage cookware and antique furniture to enhance the authenticity of set designs.

Assistant Scenic Designer | Pacific Conservatory Theatre | 2024 - 2025

- Assisted in the design and execution of scenic elements for three professional productions: *Beauty and the Beast* (Dir. Erik Stein, 2024), *Much Ado About Nothing* (Dir. Andrew Philpot, 2025), and *Waitress* (Dir. Kitty Balay, 2025).
- Produced technical drawings, scale models, and paint elevations used by build crews and scenic artists.
- Spearheaded the on-time installation of complex scenic designs, earning commendation from the director.
- Collaborated with teams of 10–15 designers and technicians, enhancing communication and creative cohesion.

Short Film Production Work | Independent Projects | 2024 - 2025

Art Director / Production Designer | *Psycherelic* — Short Film | 2025

- Created psychedelic, immersive environments using layered textures, lighting, and practical effects.
- Tailored five original scenic installations to align with experimental narrative themes, improving visual coherence across scenes.
- Partnered with the cinematographer to ensure design choices enhanced the mood and storytelling.

Director / Producer | *McCollum* — Independent Film | 2024

- Directed and produced a short film from pre-production to post, managing a crew of 10
- Spearheaded casting, shot lists, and location logistics to complete principal photography in under 4 days while maintaining schedule and creative quality.
- Directed editing, and Instagram promotion, leading to selections at two student showcases and internal screenings.

Art Director / Production Designer | *Take Care* — Short Film | 2024

- Crafted and executed all production visuals to reflect an intimate, surreal narrative world.
- Led a team of four in sourcing props, constructing scenic pieces, and dressing locations across three shooting locations.
- Delivered designs 2 days ahead of schedule, allowing additional time for lighting tests and director adjustments.

Scenic Artist | Cal Poly SLO Theatre | 2023 - 2024

- Supervised scenic art execution for four main stage shows, including Somewhere, Dead Man's Cell Phone, The Lightning Thief, and Mr. Burns
- Applied complex finishes (Woodgraining, Aging, Metallics) across multiple large scenic surfaces.
- Reduced turnaround time on scenic completion by 25% through efficient scheduling and task delegation.

LEADERSHIP & VOLUNTEERING

Vice President, Cal Poly Studio Art Club | California Polytechnic State University | 2023 - 2024

- Led planning and execution of student art exhibitions and creative workshops.
- Forged partnerships with campus organizations.
- Offered mentorship and feedback to peers on studio practice and critique.

PROJECTS

Magic Treehouse Installation - Senior Studio Project | California Polytechnic State University | 2023

- Designed and built an immersive environment inspired by a beloved children's book series.
- Applied woodworking, scenic painting, and prop-building techniques to create an experiential environment.
- Translated story elements into 3D spatial design to engage viewers in a narrative experience.

SKILLS & OTHER

Scenic Design: Drafting, Scaled Models, Elevations, Architectural Research, Period Research, Set Design, Theatrical Design, 3D Spatial Design

Production Techniques: Scene Shop Tools, Scenic Painting, Prop Sourcing, Prop Construction, Prop Modification, On-camera Dressing, Backdrops, Scenic Automation

Media & Design: Cinematography, Production Design, Storyboarding, Drawing, Painting, Color Theory, Model Making, Costume Design

Software & Tools: Vectorworks, Adobe Creative Cloud (Premiere, Photoshop), Procreate

EDUCATION

Assistant Scenic Design Internship, Santa Maria, CA | 2024 - 2025

Pacific Conservatory Theatre

California Polytechnic State University, San Luis Obispo, CA | 2020 - 2024

Bachelor of Fine Arts in Art and Design – Studio Art, Cum Laude

Minor: Media Arts, Society, and Technology