

Dan Boland

Design, Motion, Direction

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soyouthinkyoucandan.com

Relevant Experience

Graphic Design, Motion Design, and Production Design for “The Price Is Right”

CBS Television Network, 2012-2020

- » Created an updated, contemporary visual identity for the quintessential game show, and expressed cohesive design language throughout modernized production design, screen animation, and broadcast GFX.
- » Established creative direction, and produced GFX motion design, print design, and scenic design assets for 160 special episodes & series, including specials aired in prime time. One special, aired in prime time in 2020, was the most-watched episode in 48 seasons.
- » Designed 6 all-new games, and updated, redesigned, or refurbished 40+ classic games. Managed the close collaboration of a large team of diverse stakeholders to execute construction and operation of games, as well as construction and maintenance of new and refurbished set & scenery. Managed budgets for game design & construction.
- » Managed budgets for scenic projects, printed-graphic projects, and motion design projects.
- » Managed team of 5 print production designers responsible for creating all printed graphic props and graphic scenery for 975 episodes.
- » Reorganized team of 5 non-dedicated per-diems to one dedicated, full-time direct report; minimized costs and maximized team productivity and efficiency through 544 episodes.
- » Established brand standards and guidelines for use in marketing, promotion, merchandising, and corporate collateral; created assets for PricelsRight.com, “Price Is Right” branded casino gaming, “Price Is Right” branded mobile apps.
- » Designed, and managed construction, installation, and budgets for SXSW convention booth, and Paley Center museum exhibition featuring show elements and scenery.
- » Recognized by the Academy 3 times for contributions to the show’s Emmy® awards in the category of Outstanding Game Show.

Art Director (IATSE Local 800)

- » **“Dear Mama” (2018); Jesse Collins Entertainment for VH-1**
Managed set & scenery build, logistics, installation, and budgets; managed art department of 12 direct reports to construct and dress set and stage for 1-episode special event.
- » **“Hypnotize Me” (2017); Tuesday’s Child Productions for FOX**
Managed set & scenery install and strike, budgets, art department of 10, over 3000 props and scenic elements for 8-episode series; designed unique scenic elements for 40 acts.
- » **“Dr. Teeth & the Electric Mayhem at Outside Lands” (2016); Soapbox Studios for Disney**
Designed, managed construction, logistics, installation, and budgets of music festival stage set for The Muppets’ house band making its debut live performance

Lead Graphic Artist

CBS Television City, 2005-2012

- » Managed, trained, and inspired 5 direct reports in a print production environment; designed print graphics for over 50 television series, 85 commercial productions, and 13 corporate departments at CBS; hired and fired within unionized-labor compliance
- » Grew department from a cost center to a revenue center in first year of management; continued growth to revenues in excess of \$2.5MM annually
- » Expanded capabilities with new and updated equipment; streamlined processes & systems

Skills

Problem Solving
Concept & Execution
Systems & Processes
Team Leadership & Empowerment
Project Management
Budgeting
Communication
Accountability

Projection Mapping
Looping Animation
Storyboarding
Dynamic & Procedural Animation
Branding & Identity
Logo Animation
Production Design
Layout

Software Experience

After Effects, 11 years
Cinema 4D, 6 years
Illustrator, 21 years
Photoshop, 21 years
Sketchup, 11 years

Education

BFA, Graphic Design
Savannah College of Art and Design
2003

Fun Facts

I spend a lot of time in Mexico.

I am co-captain of the world’s most stylish former moped gang.

I once served a taste of acceptance from the Yum Cart at Burning Man.

Google: Paul Pfeiffer “Desiderata”