

Scott Joseph Moore

Visual Artist | Fabricator | SFX Technician

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Objective

Talented and technically skilled artist seeking a suitable creative role in film/TV production, special effects, set construction, or themed entertainment. Over 40 years of hands-on experience in art, sculpture, fabrication, and skilled trades — now complemented by an MFA in Film & Television (SCAD). Ready to bring craftsmanship, teamwork, and a passion for immersive environments.

Core Strengths

- Prop Fabrication & SFX (Practical, Mold-Making, Digital)
- Set Construction: Welding, Carpentry, Scenic Painting
- 3D Design: Maya, Photoshop, Hand & Digital Modeling
- Storyboarding, Visual Storytelling & Production Teamwork
- Safety, Compliance & Technical Labor

Education

MFA, Film & Television — *Savannah College of Art and Design*, Savannah, GA (2025)

- Film production, writing, directing, editing, sound, VFX, post-production
- Software: Avid, DaVinci Resolve, Final Draft, Movie Magic, Pro Tools

BFA, Computer Animation — *Ringling College of Art & Design*, Sarasota, FL (2000)

- 3D modeling, character design, animation

Fine Art Studies — *Community College of Rhode Island*, Warwick, RI (~50 credits, 1987–1995)

Professional Experience

Art Technician

Laran Bronze Foundry, PA (2020–2022)

- Performed bronze sculpture processes: custom mold creation, metal pouring, welding, grinding, patina application, detailing, and installation

Owner/Creative Director

Moore Art Expressions / S.M.art Castings & Sculpture Services, LLC, FL (2008–2020)

- Oversaw public sculpture projects from initial concept to installation
- Created life-size animal sculptures in mixed media and bronze for clients

- Performed mold-making, edition casting, patina work, and repairs

Props & Sets Modeling Supervisor

Aston Worldwide Productions, FL (2000–2002)

- Supervised 3D modeling and design of sets and props for animation productions
- Worked collaboratively with animators and directors

Lead Patina Artist / Production Manager

Bronzart Foundry Inc., FL (2002–2008)

- Provided patina services, including work on Rauschenberg's "The Ancient Incident"
- Managed sculpture production and finishing processes

Skilled Trades & Technical Labor

General Dynamics, Hoechst Celanese, Gulf Coast Signs (1981–2000)

- Performed welding (MIG/TIG), metalwork, blueprint reading, and installations

Concrete, Carpentry & Warehouse Machinery Operator

Various, New England/PA/GA (1983 - 2024)

- Experience in formwork, concrete pouring, and finishing
- Operated forklifts, cranes, and scissor jacks

Technical & Artistic Skills

- **Materials:** Wood, clay, bronze, resin, wax, digital sculpture, concrete, foam, paints
- **Tools:** Table/band saws, grinders, welders, drill press, airbrush, hand tools
- **Software:** Maya, Photoshop, DaVinci Resolve, Avid, Final Cut Pro, Final Draft
- **Processes:** Mold making, casting, scenic finishes, fabrication, 3D modeling, set rigging

Professional Qualities

- Creative Problem Solver: Adapts ideas to real-world constraints
- Team-Oriented: Collaborates with directors, designers, clients
- Hands-On Builder: Blends design with skilled trade execution
- Self-Driven & Dependable: Tackles complex tasks, meets deadlines
- Quick to adapt to new set environments and project workflows

Selected Works

- Portfolio: [Visual Art Portfolio – "Grand Providentia United"](#)
- Thesis Film: <https://vimeo.com/1097614638/d48cb9a6d3?ts=0&share=copy>