

# Freya Wilson

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I am a multi-skilled, resourceful and conscientious worker who is extremely adaptable and a fast learner in all areas, confident in a variety of positions. I have excellent problem-solving abilities, practical skills and a good eye for detail.

The constant variety of challenges that require a combination of creativity and pragmatic thinking is what I thrive best on. I love the satisfaction of seeing what I can make from scratch with just the materials I have on hand within a very tight timeframe. On the other hand I also find it very rewarding to create beautifully finished, well-crafted pieces when resources and time are available.

Having gone through an Industrial Design degree I am able to see a project right through from the design phase into fabrication, and then through to the finalised item. I am always seeking to enhance my skill set and see each job or project as a chance to add new skills to my repertoire.

## EXPERIENCE

### Set Dresser / Onset Set Dresser & Props Stand-by / Stand-in Onset Art Director

Miss Whenua "Cousins", Sep 2019—Oct 2019

Role included buying, fabrication (offset and onset), high level of problem-solving abilities and resourcefulness as we were often shooting at remote locations without access to anything other than what we had on us at the time.

### Costume Props Assist (Onset)

880 Productions "Coral", Sep 2019

### Set Dec Fabricator

880 Productions "Coral", May 2019—Aug 2019

Woodwork (MDF & ply), metal-work, mold-making, large scale to tiny detail, high level of craft & finishing often required.

### Props-maker / Graphic Designer

"The Séance Experiments", Mar 2019—May 2019

Theatre project. Working with electronics, practical lighting effects on props, props design & fabrication.

### Props-maker & Buyer / Wardrobe / Set Dec / Onset

Wrestler/Kiwibank ("Kiwi Kath" Advert), Nov—Dec 2018

I worked independently as the sole art department contractor. Responsible for building props (e.g. ghostbuster's style tomato sauce water-blaster gun), sourcing wardrobe and props items, set decorating—all to a tight budget and timeframe.

### Onset and Offset Props Assist

Domino Films "Savages", Sep 2018—Oct 2018

### Model-Maker / Designer / Sculptor

Freelance, Jul 2017—Present

Range of projects from different clients including model-making of buildings and surrounding scenery from plans & elevations as well as concept drawings and rough sketches.

Requires a high level of self-discipline, strict time management, clear communication with the client, budgeting and project planning.

## EXPERTISE

Offset & Onset Art Department

Set Dec / Set Dressing

Model-making

Props-making

Mold-Making

Sculpting

Painting & Finishing

Sewing / Garment Construction

Jewellery Making

Industrial Design

Research & Development

Photoshop, Illustrator, InDesign

Illustration / Visual Art

Experience in Digital Fabrication  
& 3D Modelling Software

## REFEREES

### Ruben Allen

Set Dec Lead Man

021 198 8994

### Brian Massey

Art Director

daysofbrian@gmail.com

027 278 2426

### Martine Bijker

Art Department Co-Ordinator, Props

Master & Buyer

martine.potato@gmail.com

021 178 3076

## EXPERIENCE (Continued)

### Designer / Mold-Maker

A Winery in Blenheim, Sep 2017—Nov 2017

Research and development (developing a system for creating facade walls & ceiling in a concrete basement converting it into a 'dug-out-of-the-earth' wine cave), mold-making and sculpting, production and installation—required physical fitness and durability, and technical and creative skills.

### Props / Set Dec Fabrication Assist

Hungry City Ltd "Mortal Engines", Feb 2017—July 2017

Molding Assistant and Caster for the Set Dec and Props Departments. General assist in props-making.

### Assistant Furniture Maker / Designer

Chris Wilson Design, 2012—2017

I worked here during the holidays and study breaks throughout my degree, where I learned how to construct and finish furniture from start to finish i.e. processing timber, fabricating specific parts, assembling components, sanding and finishing, adding details such as carving, staining, painting, etc. I worked my way up to designing my own pieces and being part of the design process on more complex jobs. Other projects included trophy design, wood sculpting and mural painting.

### Model-Maker / General Hand

Hobbiton Movie Set (Lord of the Rings Scenic Tours), Nov 2016—Dec 2016

I was initially hired as a Model-Maker where I constructed 1:200 scale buildings from the architect's plans and elevations. I designed and sculpted the landforms which were to be built around the new building. Additional jobs involved aging and painting/staining of props and interior/exterior spaces.

## ADDITIONAL SKILLS / PERSONAL ATTRIBUTES

Confident reading plans, elevations and maps

Excellent numerical skills

High level of craft and accuracy

Pays attention to detail

Able to master new skills quickly

Full Driver's License

Highly organised

Can work to deadlines and prioritise work accordingly

Thrives as a team player, however is also comfortable working independently

Communication—I like to work closely with any client to ensure they get what they are after (I can tailor a project to the client's needs, whether it is a simple cost-effective outcome or a highly refined and detailed result)

Flexibility—every project is different, and this requires flexibility in order to deliver the best work for the client

## EDUCATION

Bachelor of Design (Honours),  
Industrial Design Major  
Massey University, Wellington  
2013-2016