



MELISSA DAVIS



ART DEPARTMENT PORTFOLIO 2025

MELISSA DAVIS – CV

ART DEPARTMENT ASSISTANT

I have a full, clean UK driving license and
I have my own car

CONTACT



+44 7779571257



meli.sarah.davis@gmail.com



Based in London and High Wycombe

REFERENCES

Seeta Lingam – Supervising Art Director
seetalingam@icloud.com
+44 7855417160

Paul Ghirardani – Supervising Art Director
paulghirardani@me.com
+447713074702

CONNECT

WEBSITE - ONLINE PORTFOLIO AND CV –
www.melissadavisartdepartment.co.uk



INSTAGRAM –
[@melissadavisdesign](https://www.instagram.com/melissadavisdesign)



LINKEDIN -
Melissa Davis

INTERESTS

- Making people laugh
- Playing games
- Ships and Boat architecture
- Spending time with my Miniature Schnauzer



Previous Work History

- Art Department Assistant – ‘THE BITTER END’ – MARCH – JUNE 2025

Under **Production Designer, Gemma Jackson** and **Supervising Art Director, Seeta Lingam**. Directed by **Mike Newell**.

- Art Department Assistant – ‘PRESSURE’ – FEBRUARY 2025

Under **Production Designer, Oliver Scholl** and **Supervising Art Director, James Lewis**. Directed by **Doug Liman**.

- Art Department Assistant – ‘28 YEARS LATER – THE BONE TEMPLE’ – JUNE – OCT 2024

Under **Production Designers, Gareth Pugh and Carson McColl** and **Supervising Art Director, Paul Ghirardani**.
Directed by **Nia DaCosta**.

- Art Department Assistant – ‘28 YEARS LATER’ – JAN – JUNE 2024

Under **Production Designers, Gareth Pugh and Carson McColl** and **Supervising Art Director, Paul Ghirardani**.
Directed by **Danny Boyle**.

- Art Department Assistant – ‘THE ACOLYTE’ – AUGUST 2022

Disney Star Wars Television Show, 2-Week Work Experience under **Production Designer, Kevin Jenkins** and
Supervising Art Director, James Lewis. Directed by **Leslye Headland**.

Education

- MA in Production Design at **The National Film and Television School** – (2022-24)
- BA (Hons) Film Production Degree and Hand Drafting at *San Diego State University, CA, USA* (2019-2020).
Under the tutelage of *Jiarui Bai and David Morong*, Senior Lecturers of Production Design at the
American Film Institute Conservatory. Graduating grade – 3.94/ 4 GPA
- BA (Hons) Comparative Literature and Film degree at the *University of Kent* (2017-2021). Graduating grade – First

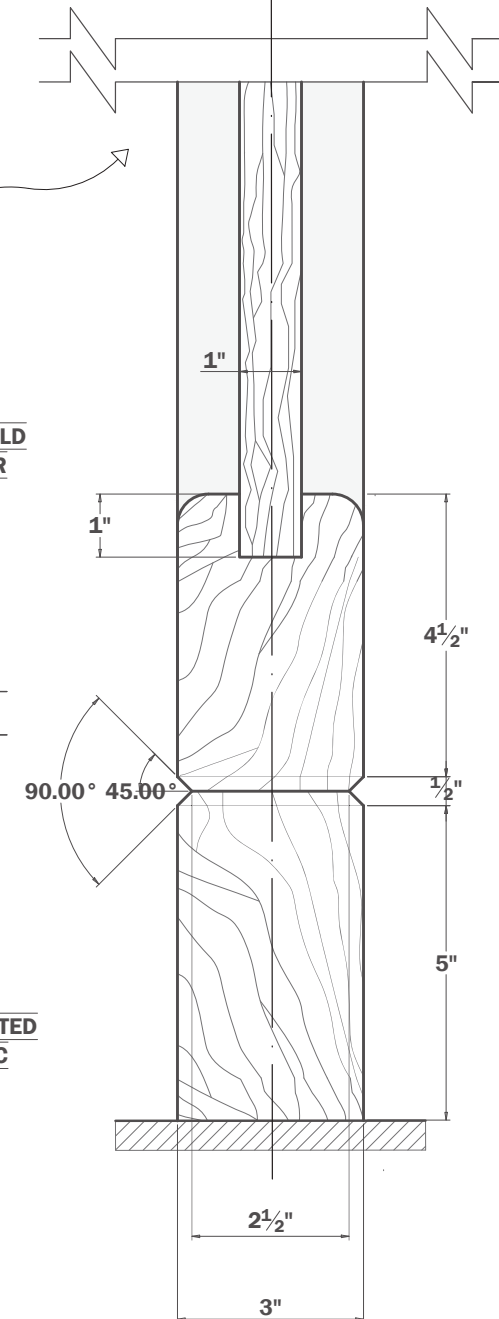
Skills - Practical

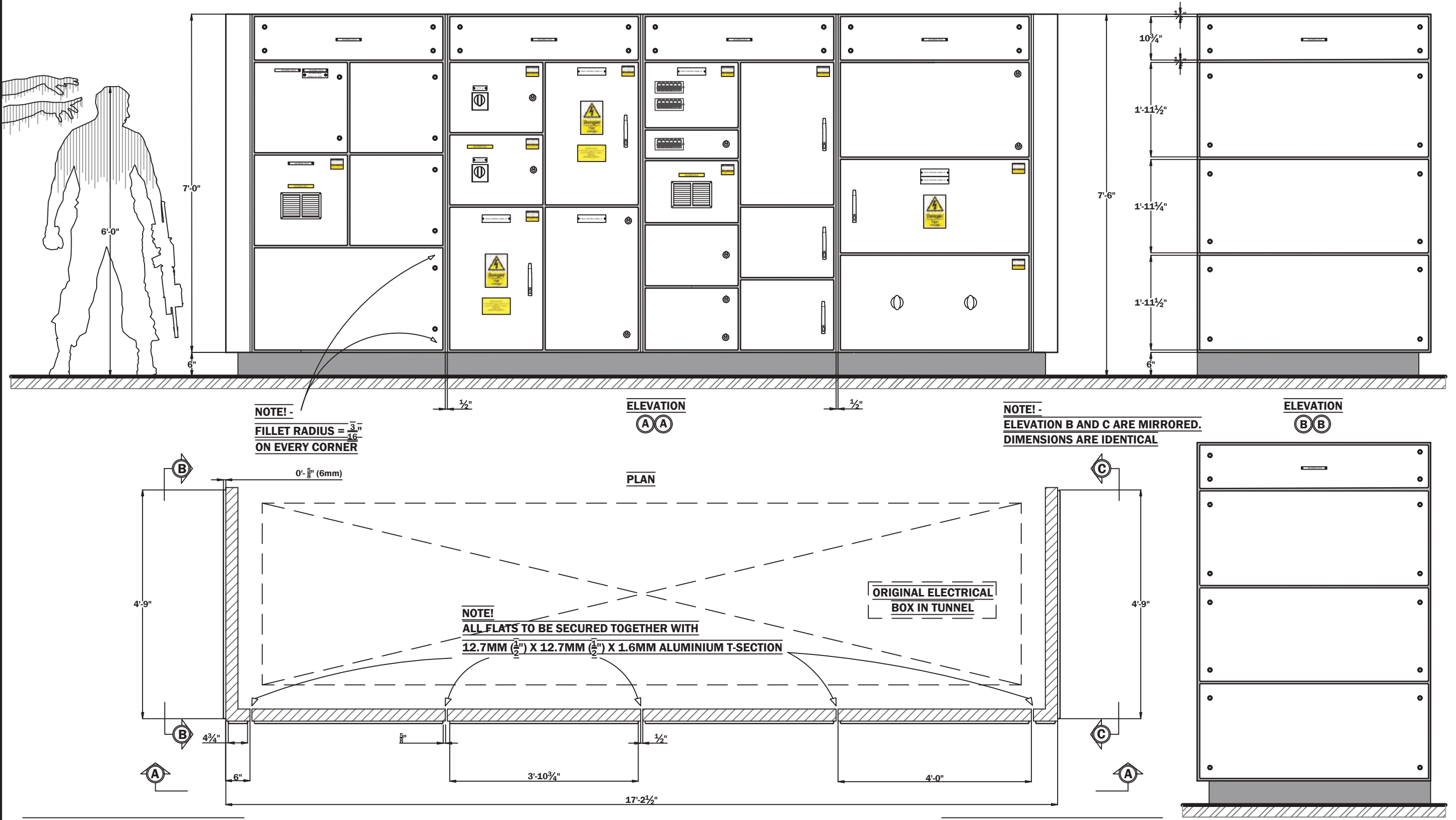
- Hand Drafting
- Computer Drafting
- 3D modelling
- White Card / Colour Model Making
- Managing budgets
- Graphic Design

Skills - Software

- AutoCAD 2023 Drafting
- 3D Sketchup Modelling
- Microsoft Office 365 – Word, Excel, PowerPoint, Outlook etc.
- Rhino 8 3D – Basic Level
- Procreate
- Adobe – Photoshop, InDesign, Acrobat etc.
- Unreal Engine
- Midjourney, ChatGPT and other AI softwares
- Zoom, Teams, and other video chat software

Thank you very much for your consideration!

[illegible]



IN PROGRESS PHOTOS - ELECTRICAL BOX



AS AN ART DEPARTMENT ASSISTANT ON '28 YEARS LATER', I WAS IN CHARGE OF DESIGNING, DRAWING AND CREATING AN ELECTRICAL BOX COVER, TO SIT INSIDE THE KIELDER DAM TUNNEL. I SOURCED ALL THE ELECTRICAL PROP ELEMENTS AND DRESSED/FIXED THE DECOR TO THE BOX MYSELF.

I WORKED CLOSELY WITH CONSTRUCTION, SET DEC, AND OUR SCENIC PAINTERS IN ORDER TO REALISE AND AGE THE ELECTRICAL BOX DOWN AS IF IT HADN'T WORKED OR BEEN USED FOR 28 YEARS.

I FELT VERY LUCKY TO BE TRUSTED WITH THE PRODUCTION OF THIS SET PIECE. THIS WAS SUCH A WONDERFUL SOLO PROJECT TO COMPLETE, AND I LEARNT AN INCREDIBLE AMOUNT FROM TALKING TO ALL THE DIFFERENT DEPARTMENTS INVOLVED.

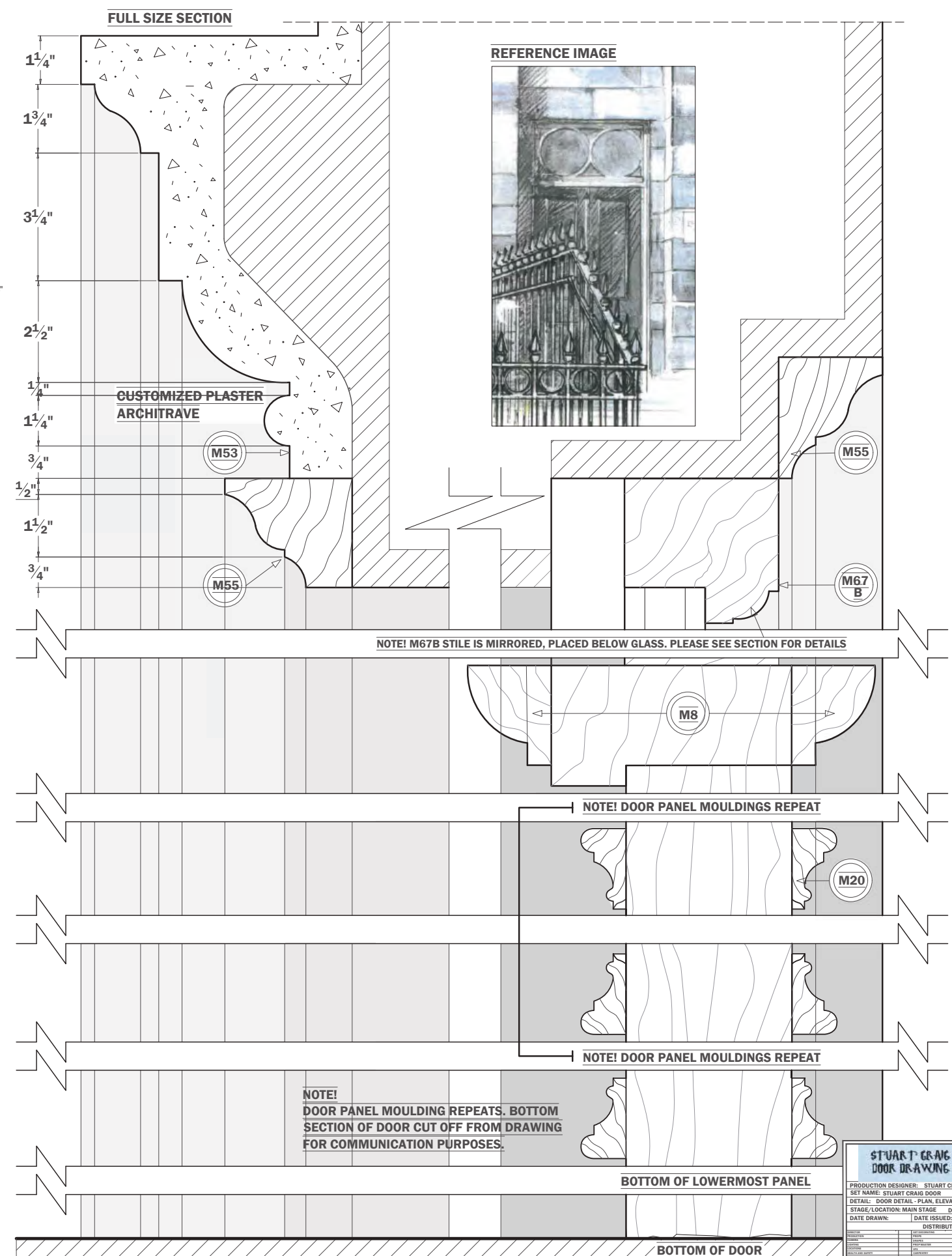
FINISHED ELECTRICAL BOX ON LOCATION



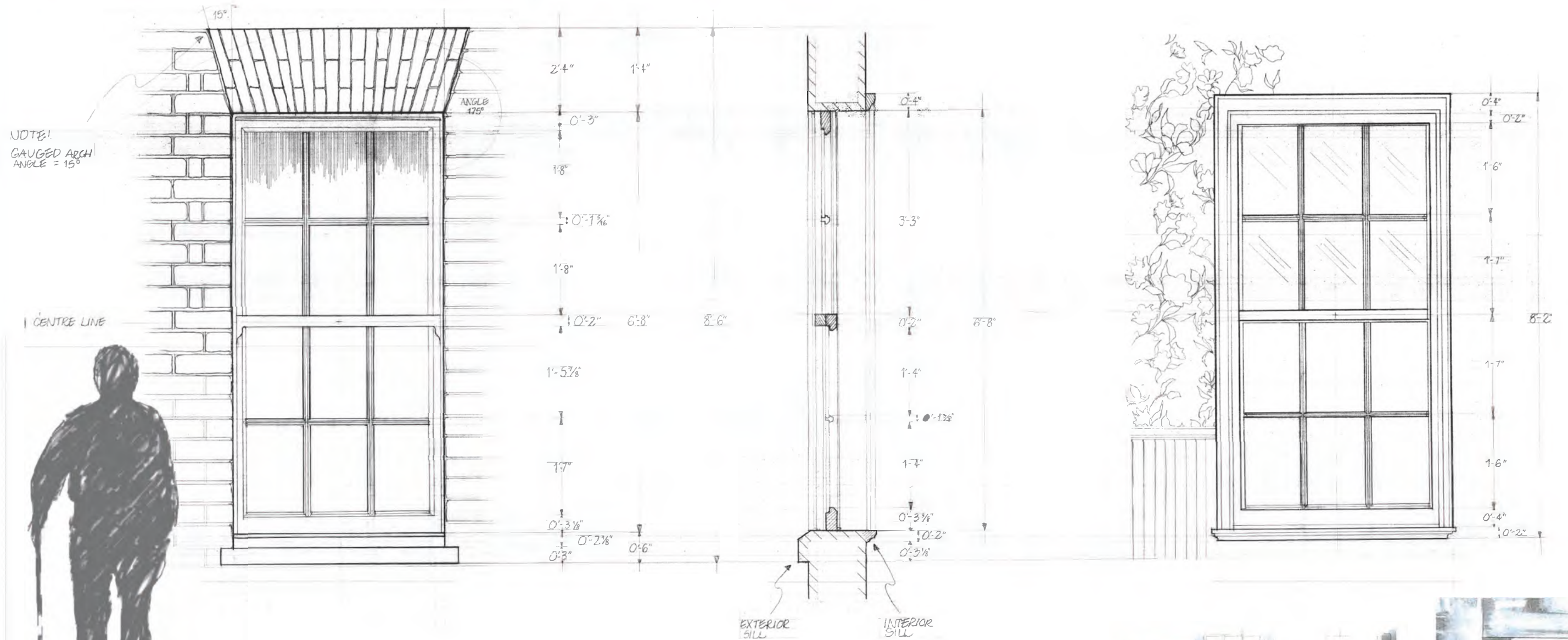
ELEVATION C (C C)

NOTES:

- AN ORIGINAL ELECTRICAL BOX ALREADY PRESENT ON LOCATION WILL SIT INSIDE THE KIELDER DAM TUNNEL. THE ORIGINAL ELECTRICAL BOX IS INDICATED ON THE PLAN.
- PLEASE ALLOW 6" TOLERANCE AROUND THE EDGE OF THE ORIGINAL ELECTRICAL BOX TO PREVENT DAMAGE.
- ELEVATION B AND C ARE MIRRORRED. DIMENSIONS ARE IDENTICAL.
- FILLET RADIUS = 3/16" THE SAME FILLET RADIUS APPEARS ON EVERY CORNER OF THE BOX FRONT AND SIDES.
- ALL FLATS TO BE SECURED TOGETHER WITH ALUMINIUM T-SECTIONS - 12.7MM (1/2") X 12.7MM (1/2") X 1.6MM

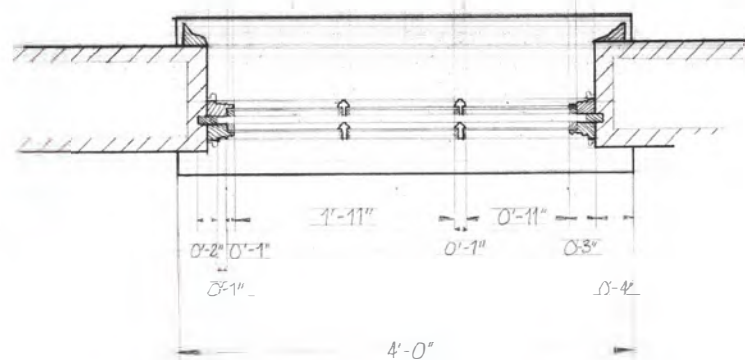


GEORGIAN SLIDING SASH WINDOW - PLANS, ELEVATIONS + SECTION EXT. + INT. SCALE - 1 1/2" = 4'-0"



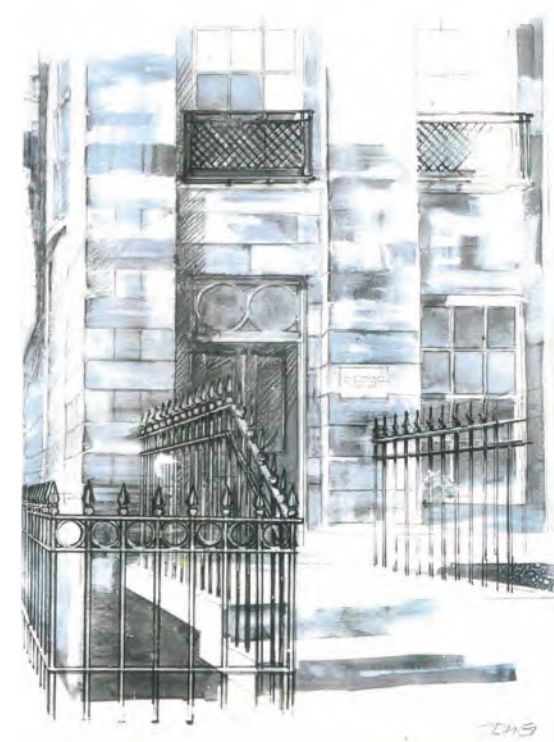
-INT-


-EXT-



NOTE: - STOCK MOULDINGS USED
M65 C - RAIL
M65 B - SILL
M65 A - BAR

PLAN



STUART CRAIG WINDOW DRAWING			SET NO 001	DRWG NO 002
PRODUCTION DESIGNER MELISSA DAVIS				
SET NAME STUART CRAIG DOOR				
DETAIL WINDOW DETAIL				
STAGE/LOCATION MAIN STAGE		DRAWN BY MELISSA DAVIS		
DATE DRAWN	DATE ISSUED	APPROVED		
DISTRIBUTION				
NO.	BY	DATE	REVISION	
1	MD	10/10/10	1	
2	MD	10/10/10	2	
3	MD	10/10/10	3	
4	MD	10/10/10	4	
5	MD	10/10/10	5	
6	MD	10/10/10	6	
7	MD	10/10/10	7	
8	MD	10/10/10	8	
9	MD	10/10/10	9	
10	MD	10/10/10	10	

National Film and Television School Project
'Date with Death'
Solo Set Build

Production Designer Role –
INT. Death's Restaurant

The film has been entered into 3 BIFTA and
BAFTA qualifying festivals,
Norwich Film Festival 2023,
Bolton International Film Festival 2023
and
Aesthetica Short Film Festival 2023

'Date with Death' is a short surreal comedy film set in 'Limbo'.

Liv, depressed after losing her fiancé in a car crash, goes on a blind date on
a last-ditch effort to find a lust for life. However, when she arrives at the
restaurant, she finds that her date is with Death himself.



RIGHT:
Concepts of the restaurant set done on Procreate

'Date with Death' - Solo Set Build – Still From Set



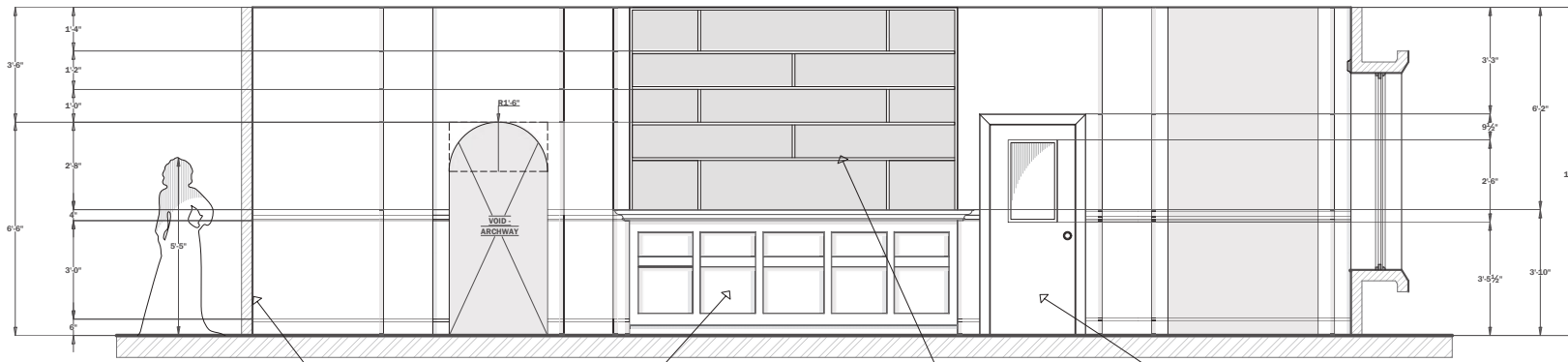
ABOVE: Still of restaurant set build, with prop scythe

Research Images



ABOVE: Research Images

ELEVATIONS - SCALE - $\frac{1}{2}" = 1'-0"$



**SET CUTS OFF ABRUPTLY AT ONE END
TO ALLOW FOR FURTHER
CONSTRUCTION OF TUNNEL EXTENSION.
PLEASE SEE DRAWING 001/003 .**

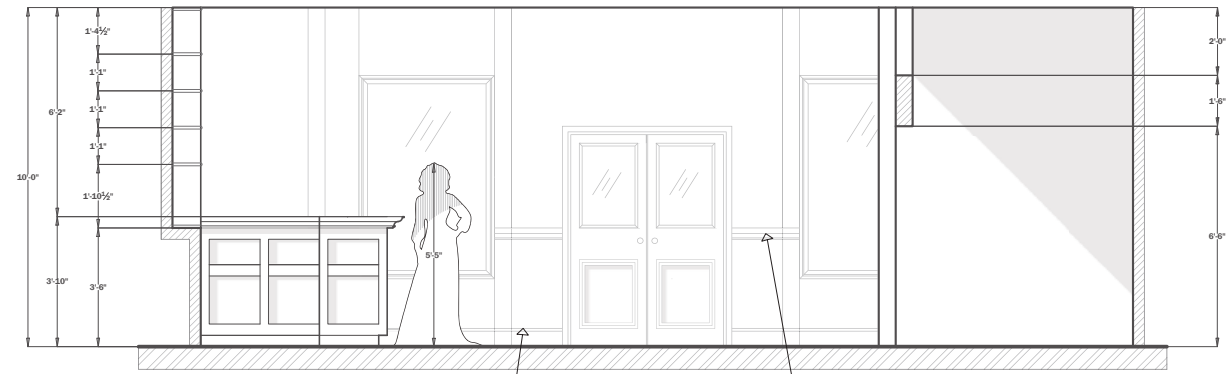
DETAIL 1 -
WOODEN BAR

ELEVATION

AA

DETAIL 2 -
BAR SHELVING

**DETAIL 3 -
STAFF DOOR**



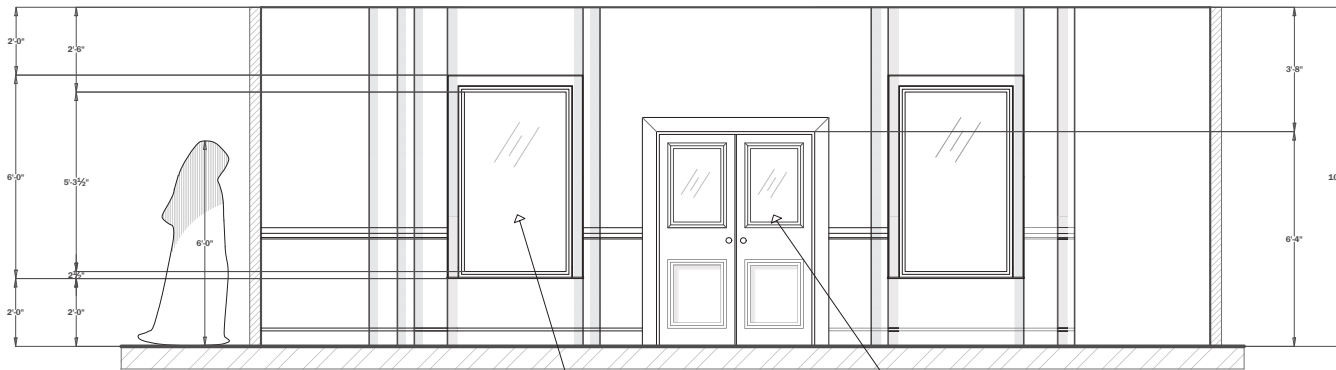
**SET CUTS OFF ABRUPTLY AT ONE END
TO ALLOW FOR FURTHER
CONSTRUCTION OF TUNNEL EXTENSION.
PLEASE SEE DRAWING 001/003 .**

DETAIL 4 -
SKIRTING BOARD

ELEVATION

B B

**DETAIL 5 -
CHAIR RAIL**



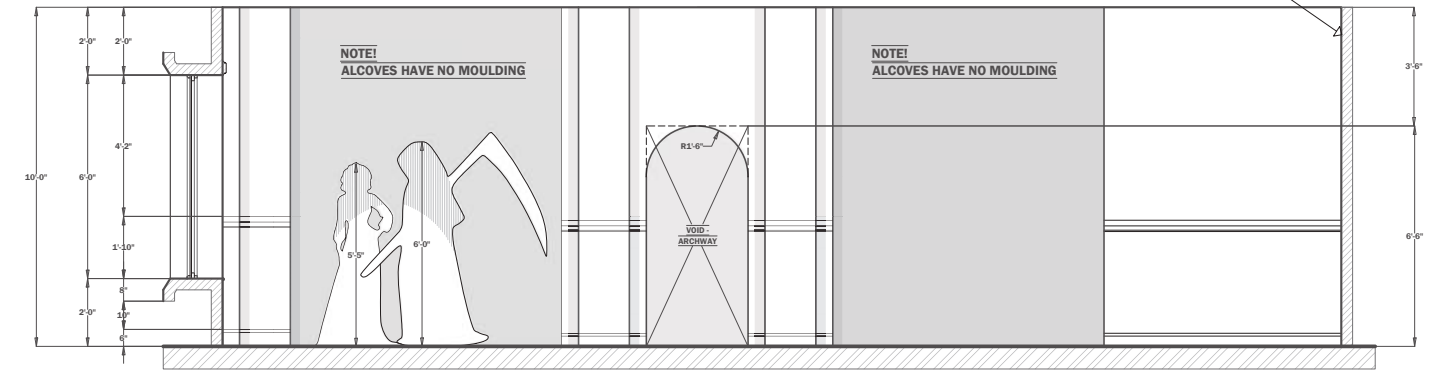
STOCKING MOULDING USED
WINDOW FRAME- M55
WINDOW SILL - M59
STILE - M67B

**DETAIL 6 -
WINDOWS**

ELEVATION

CC

**DETAIL 7 -
FRONT DOOR**



NOTE!
ALCOVES HAVE NO MOULDING

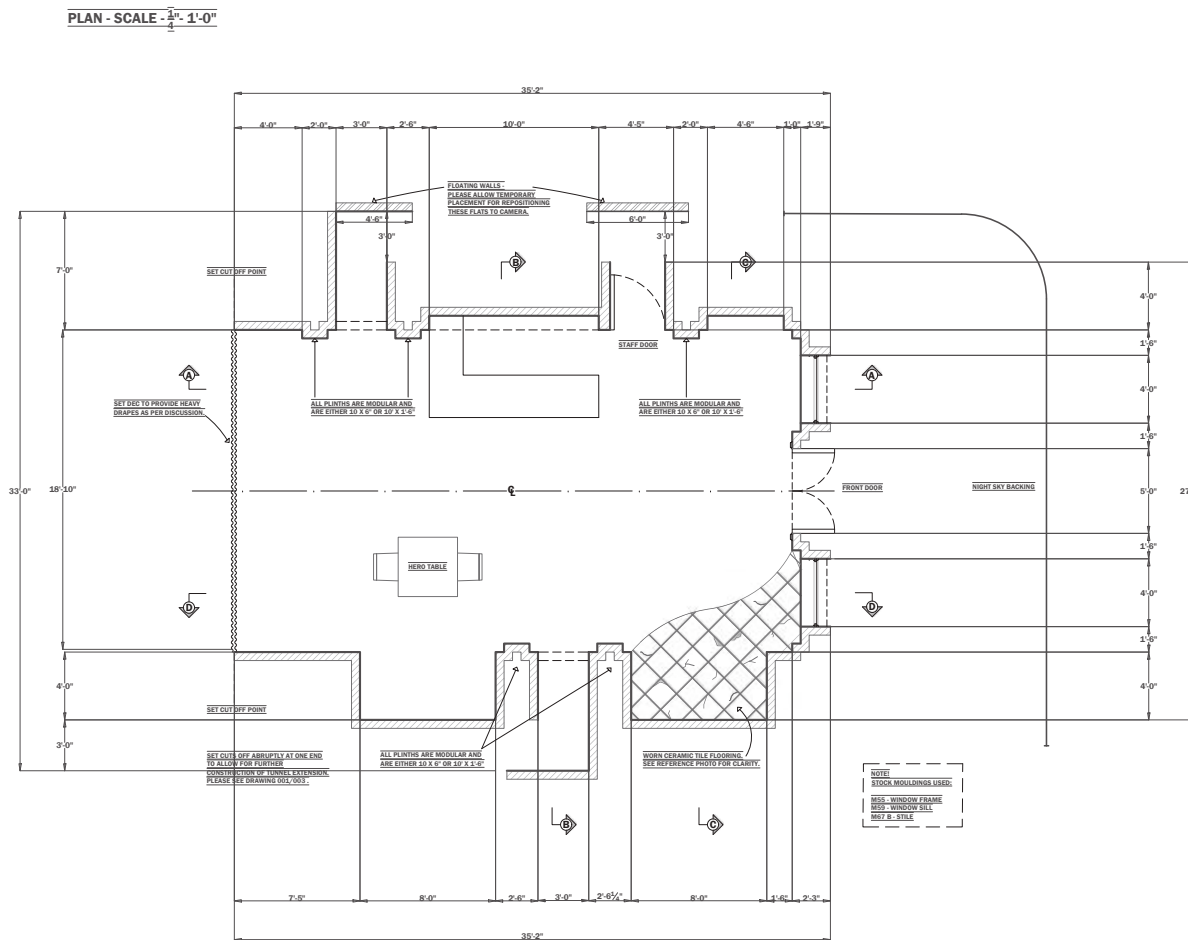
NOTE!
ALCOVES HAVE NO MOULDING

ELEVATION
DD

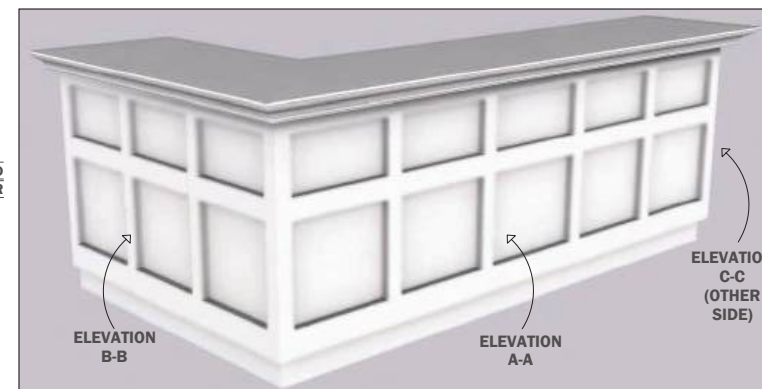
DETAIL 1 - BAR COUNTER - SCALE - 1" = 1'-0"



COLOURED AND TEXTURED 3D MODEL



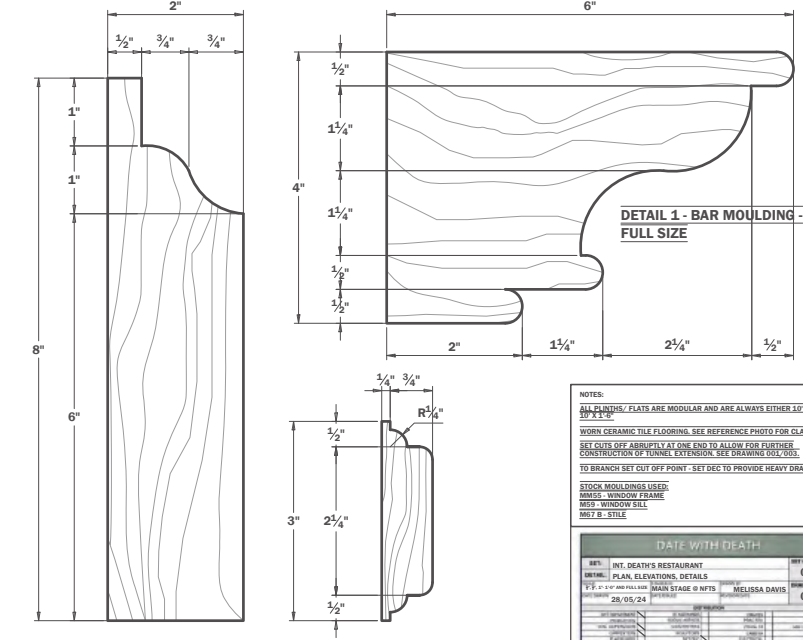
BAR COUNTER 3D
RENDER



ELEVATION
B-B

ELEVATION
A-A

ELEVATION
C-C
(OTHER
SIDE)



DETAIL 4 - SKIRTING BOARD - FULL SIZE

DETAIL 5 - CHAIR RAIL - FULL SIZE

NOTES:

ALL PARTS / FLATS ARE MODULAR AND ARE ALWAYS EITHER 3/8" X 6" OR 3/4" X 6"

WORK CERAMIC TILE FLOORING. SEE REFERENCE PHOTO FOR CLARITY.

SEE CUTS OF ABILITY AT ONE END TO ALLOW FOR FURTHER CONSTRUCTION OF FRAME. EXTENDING THE BRACING 100' SOUTH.

BRACING SET OUT OFF POINT SET TO PROVIDE HEAVY DRAINS.

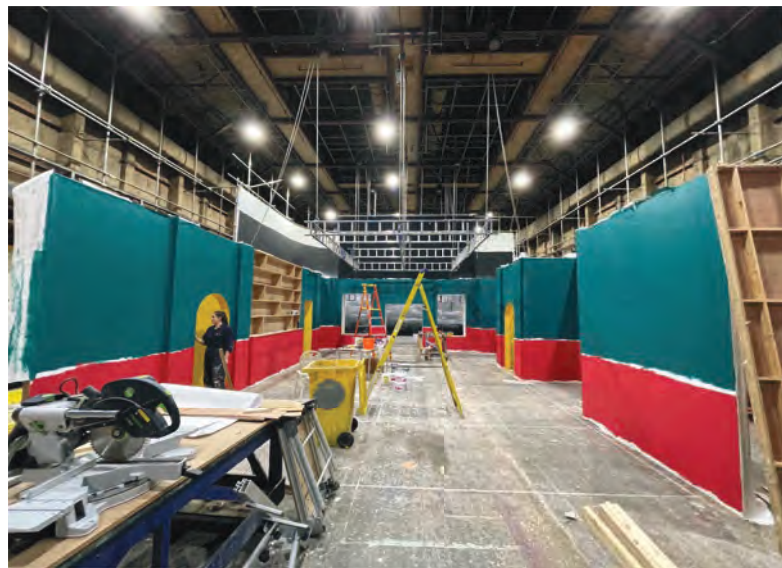
STOCK MOULDING: LINES
HMS - WINDOW FRAME
HMS - WINDOW FRAME
HMS - STILE

DATE WITH DEATH

INT. DEPT. OF RESTAURANT	001
PLAN, ELEVATIONS, DETAIL	
VP - 1/2" = 1'-0"	
INT. STAGE 0-10'5"	MELISSA DAVIS
28/05/2015	presented

001

'Date with Death' - Solo Set Build – Before and After Images

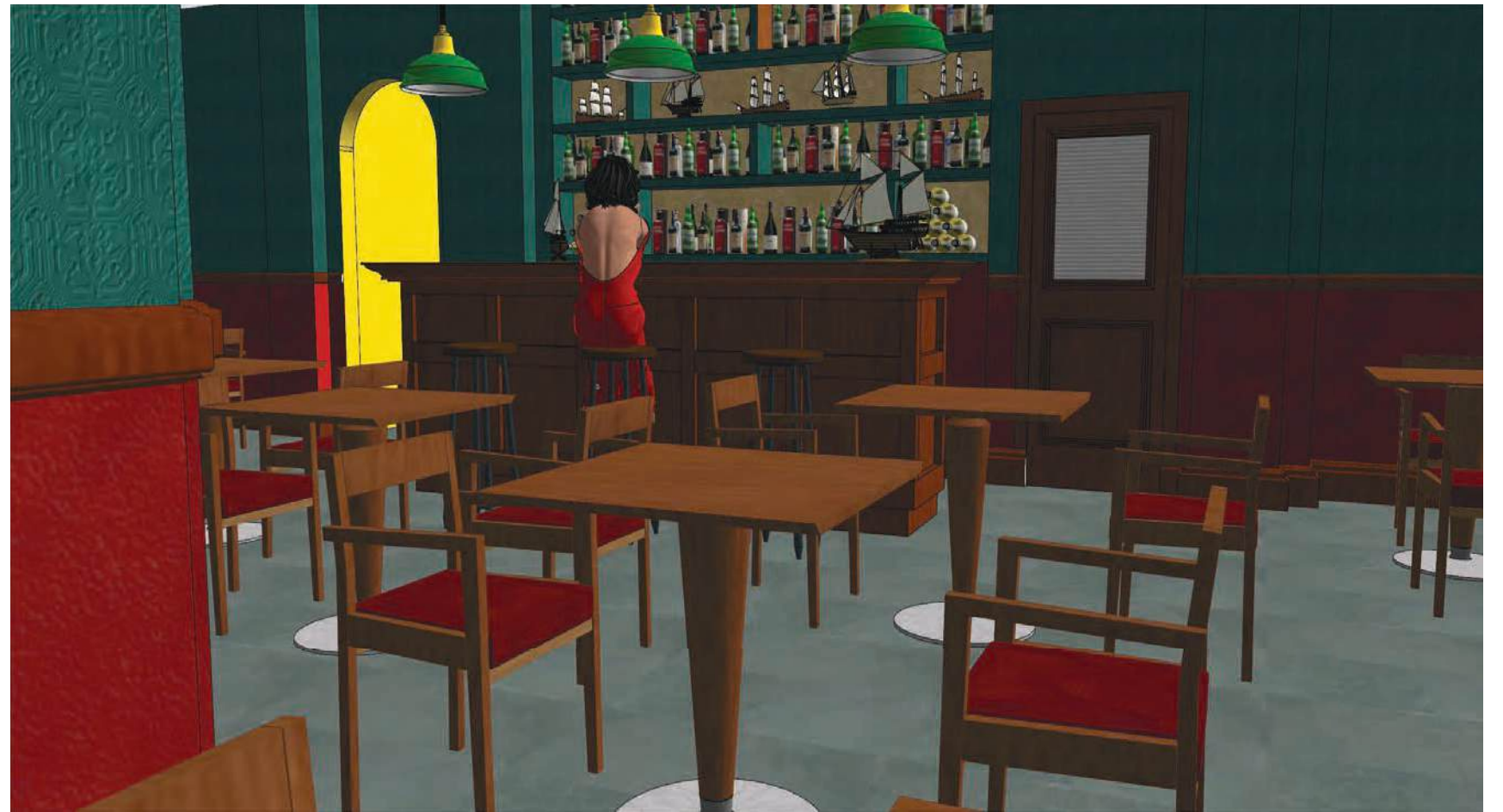


ABOVE : Progress photos of the set construction



ABOVE : Set photograph of the Restaurant

Sketchup 3D Model of Restaurant Set



'Date with Death' - Solo Set Build – Stills From Set



ABOVE : Set photograph of the 'Stay Alive' board game



ABOVE: Dressed and lit bar area photographs

RIGHT : Photograph of the door frame in the 'Moor Park' Ballroom

'Moor Park – INT. Ballroom'
Location Survey

National Film and Television School
Drafting Exercise

Paper Project Brief –

I was tasked with surveying a specific room in a stately home called 'Moor Park'.


I was given the ballroom and the adjoining annex.

BELOW: Photograph of the 'Moor Park' Ballroom



MOOR PARK SURVEY - INT. BALL ROOM & ANNEX - PLAN, ELEVATIONS - SCALE 1/4" = 1'-0"

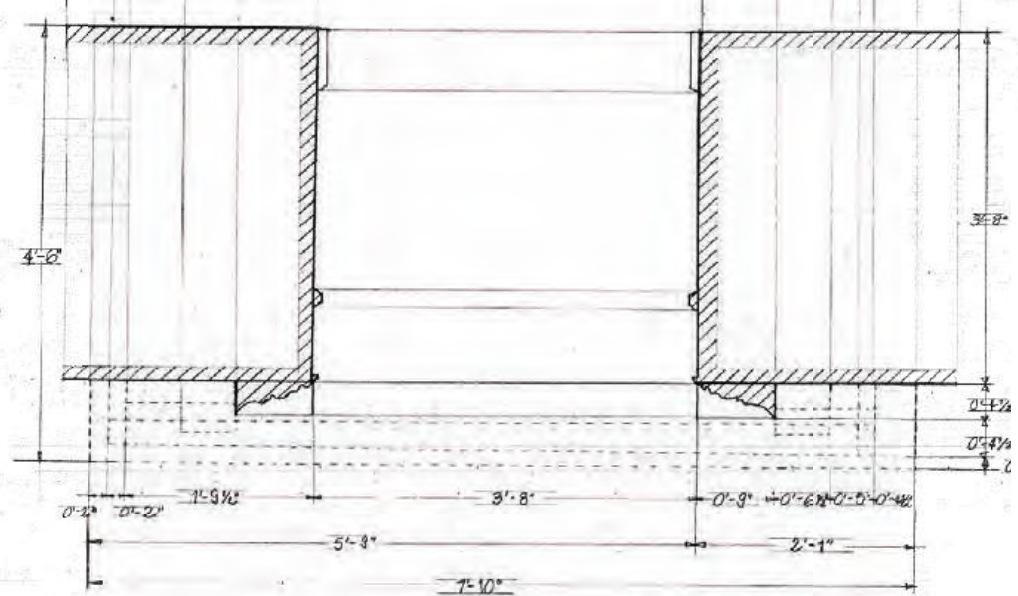
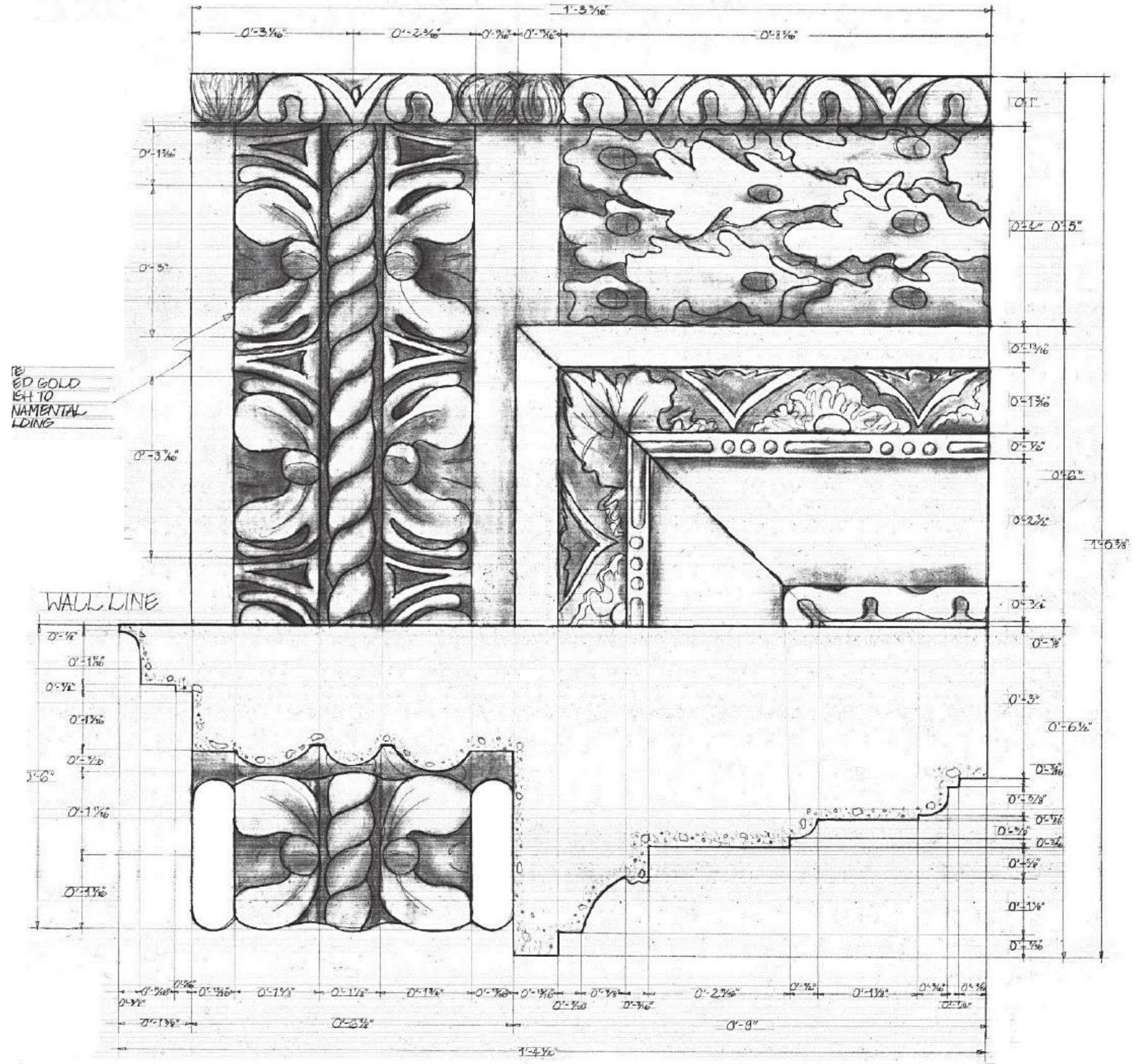
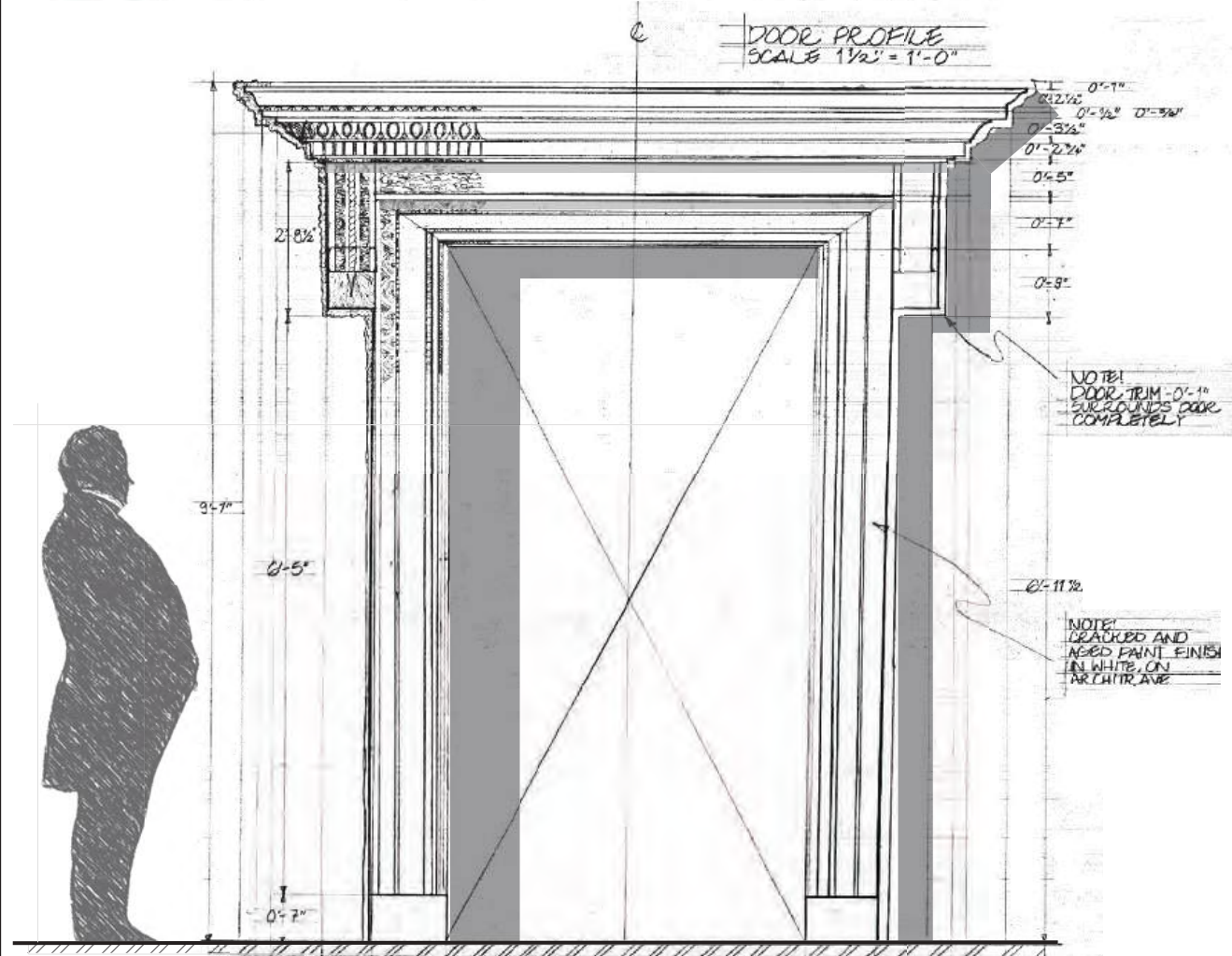


	<h1>MOOR PARK</h1>		SET NO	DRWG NO
			001	001
PRODUCTION DESIGNER: MELISSA DAVIS				
SET NAME: MOOR PARK SURVEY				
DETAIL: PLAN, ELEVATIONS, REFERENCES				
STAGE/LOCATION: MAIN STAGE			DRAWN BY: MELISSA DAVIS	
DATE DRAWN:	DATE ISSUED:	APPROVED:		
DISTRIBUTION:				
1 - SET	1 - SET	1 - ELECTRICAL		
1 - SET	1 - SET	1 - PLUMBING		
1 - SET	1 - SET	1 - MECHANICAL		
1 - SET	1 - SET	1 - MECHANICAL		
1 - SET	1 - SET	1 - MECHANICAL		
1 - SET	1 - SET	1 - MECHANICAL		

MOOR PARK SURVEY - INT. BALLROOM - DETAIL 4 - DOOR

DOOR FLOOR PLAN & PROFILE, DOOR ARCHITRAVE SECTION

SCALE $1\frac{1}{2}" = 1'-0"$ & $1'-0" = 1'-0"$



MOOR PARK		SET NO.	DRWG NO.
		001	001
PRODUCTION DESIGNER: MELISSA DAVIS			
SET NAME: MOOR PARK SURVEY - INT. BALLROOM AND ANNEX			
DETAIL: DOOR DETAIL 4			
STAGE/LOCATION: MAIN STAGE		DRAWN BY: MELISSA DAVIS	
DATE DRAWN	DATE ISSUED	APPROVED	
DISTRIBUTION			
NAME	DATE	NAME	DATE

RIGHT:
Research Images

National Film and Television School Project
'Film Architecture'
INT. AND EXT. The Chief's Farm
Russia 1425

Paper Project Brief –

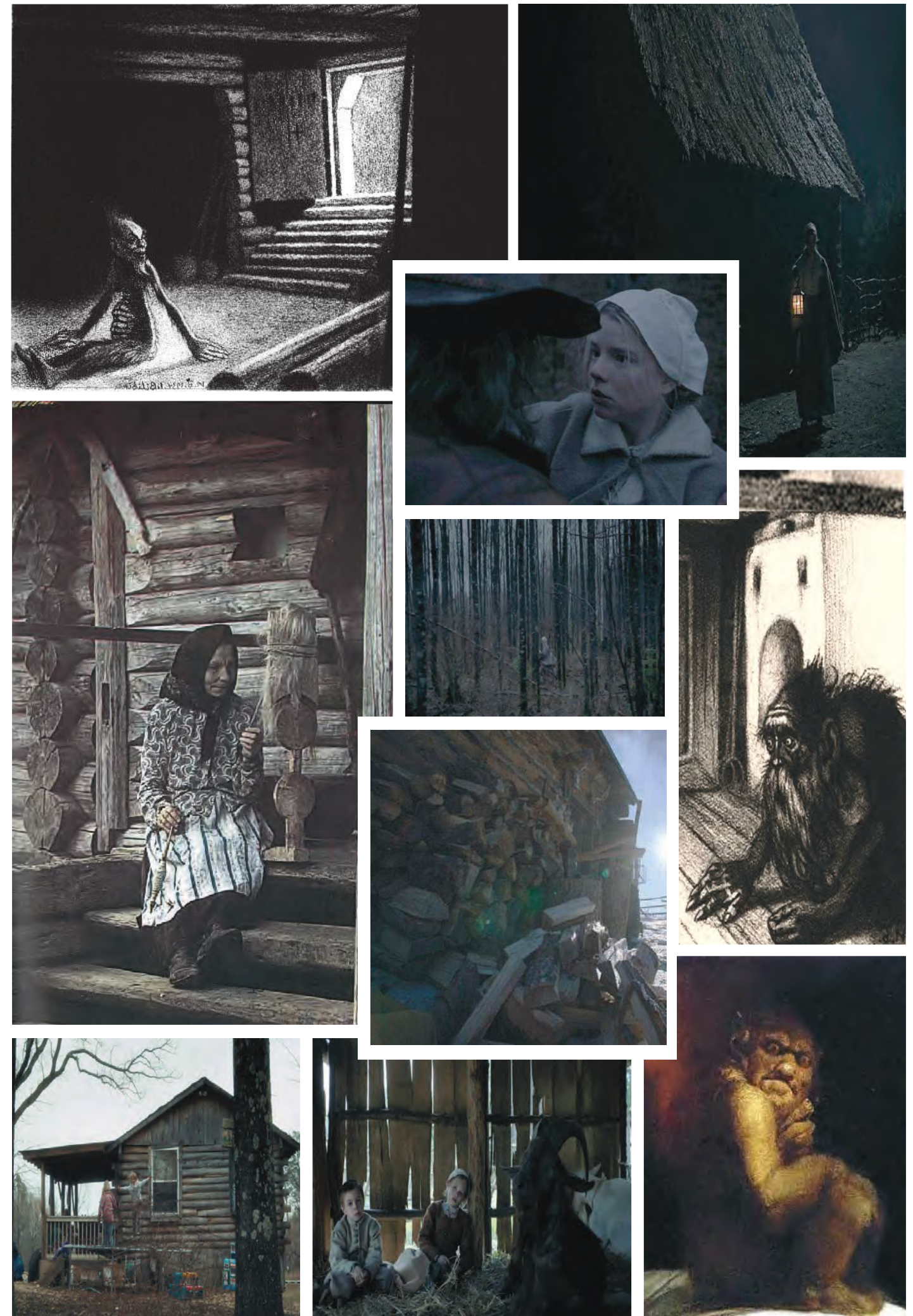
Design a period set from a book.
The book I chose was '*The Bear and the Nightingale*'
written by Kathrine Arden.

The story is set in medieval Russia, on the outskirts of rural Moscow,
and incorporates elements of Russian folklore.

Vasya Petrovna is a young girl who can communicate with
demons, sprites and mythological creatures, at a time when
Orthodox Christianity is attempting to stamp out all belief in such
beings.



RIGHT:
Core Research Image



'Film Architecture' – Concept Art



ABOVE: Concept of the Izba and farm set design, completed on Photoshop and Procreate

[illegible]

		SET NO 001	DRWG NO 001
PRODUCTION DESIGNER: MELISSA DAVIS			
SET NAME "FILM ARCHITECTURE" - INT. AND EXT. THE CHIEF'S FARM			
DETAIL: PLAN			
STAGE/LOCATION: MAIN STAGE		DRAWN BY: MELISSA DAVIS	
DATE DRAWN	DATE ISSUED	APPROVED	
DISTRIBUTION:			
DIRECTOR PRODUCTION CAMERA SCRIPT LOCATION DRAWING DATE BY	SET SCENARIST PROPS PROP DESIGNER CRAFT CONTRACTOR COST MANAGER	PLASTERERS PAINTERS SCULPTORS DETAIL WORK SCULPTORS SCULPTORS ART DIRECTOR	

FILM ARCHITECTURE-EXT. THE CHIEF'S HOUSE # FARM-ELEVATIONS-SCALE $\frac{1}{4}"=1'-0"$



		SET NO 001	DRWG NO 002
PRODUCTION DESIGNER MELISSA DAVIS			
SET NAME "FILM ARCHITECTURE" - INT AND EXT THE CHIEF'S FARM			
DETAIL ELEVATIONS			
STAGE/LOCATION MAIN STAGE		DRAWN BY: MELISSA DAVIS	
DATE DRAWN	DATE ISSUED	APPROVED	
DISTRIBUTION			
TO:	BY:	DATE:	
Cassidy	MELISSA	1/2/2015	
Chadwick	MELISSA	1/2/2015	
Loraine	MELISSA	1/2/2015	
DONALDSON	MELISSA	1/2/2015	
DAVID L. HARRIS	MELISSA	1/2/2015	
PAUL T. HARRIS	MELISSA	1/2/2015	

National Film and Television School Project

'FANTASY'

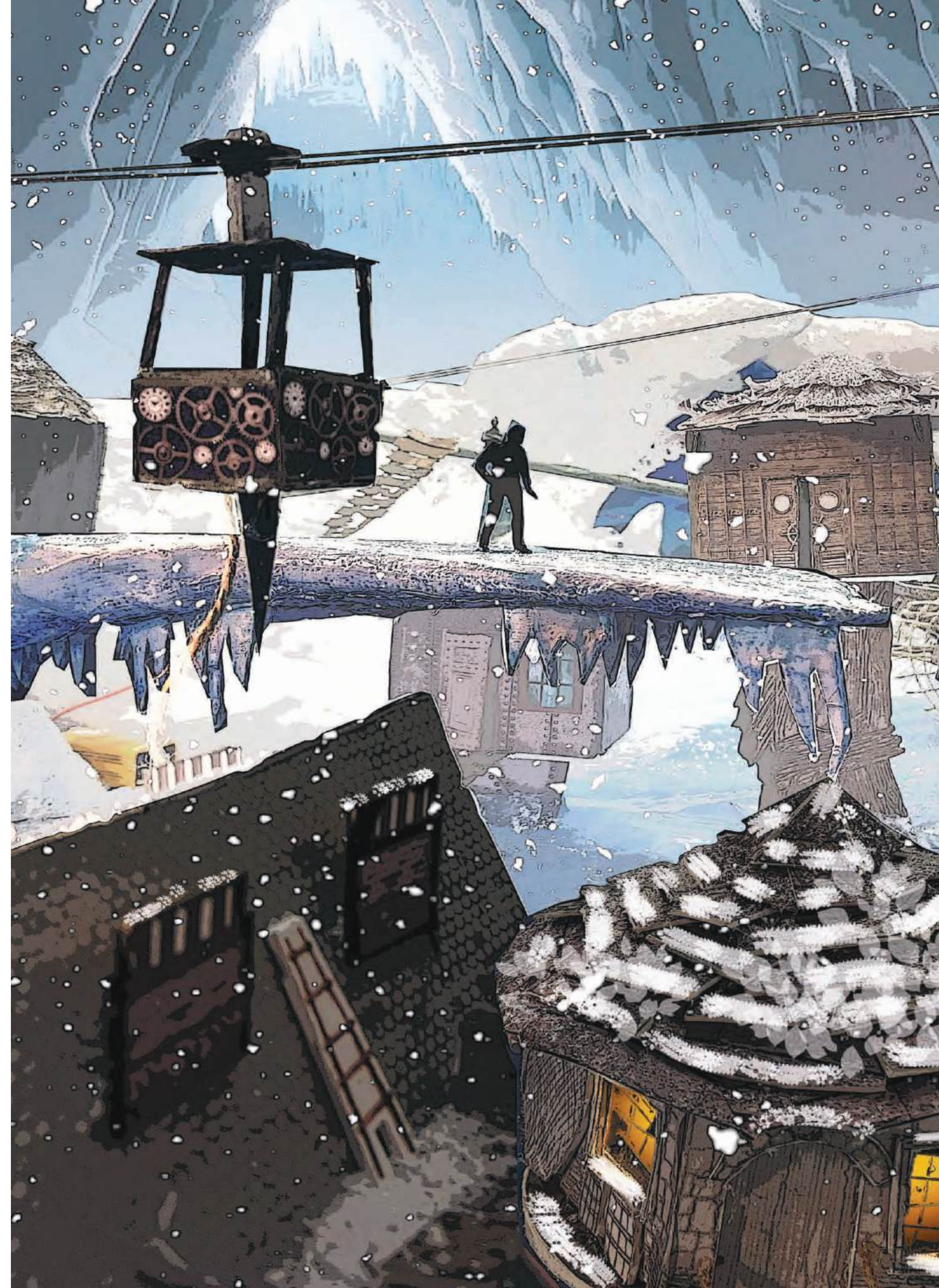
Project Brief -

Design a fantastical world with no budget limits,
to fit in Pinewood Stage A

Story -

Set in a post-apocalyptic Victorian London, an
estranged scientist experiments on life and death, living
out the rest of his days in a faraway ice cave.

RIGHT:
Interior concept art completed on
Photoshop and Procreate

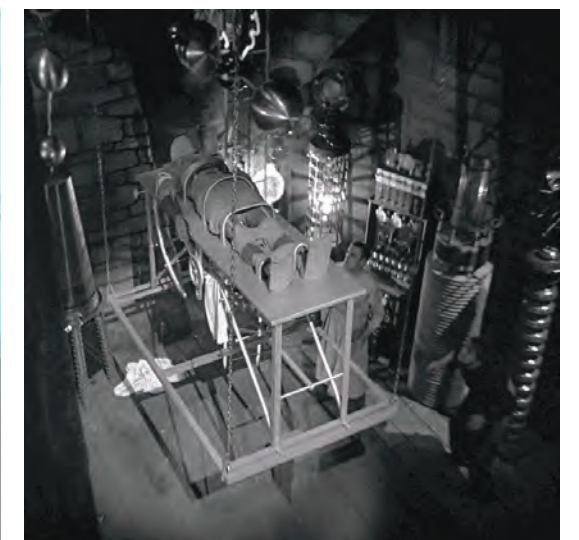


'FANTASY' Model Photos



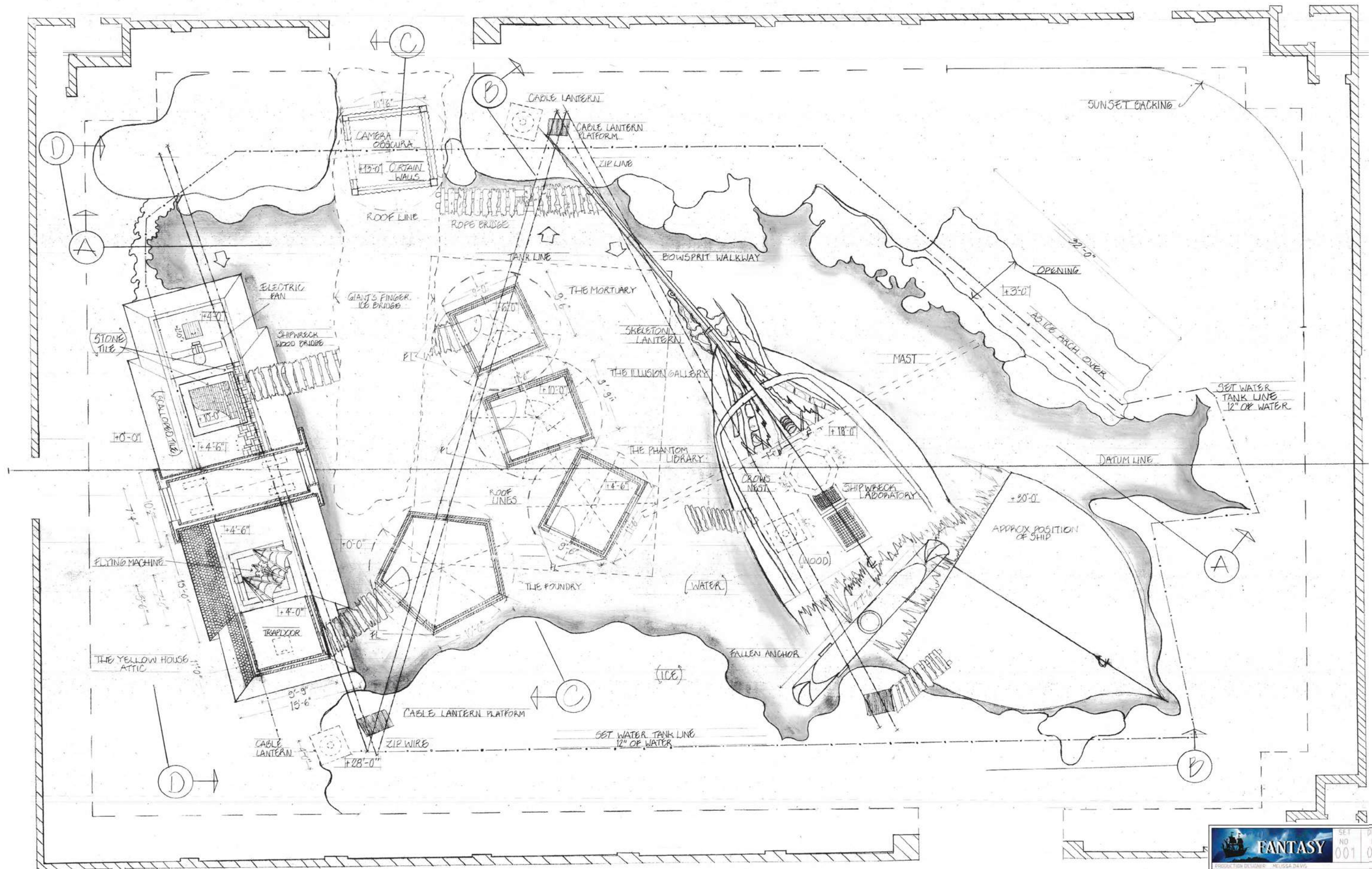
ABOVE: Model photographs

Research Images

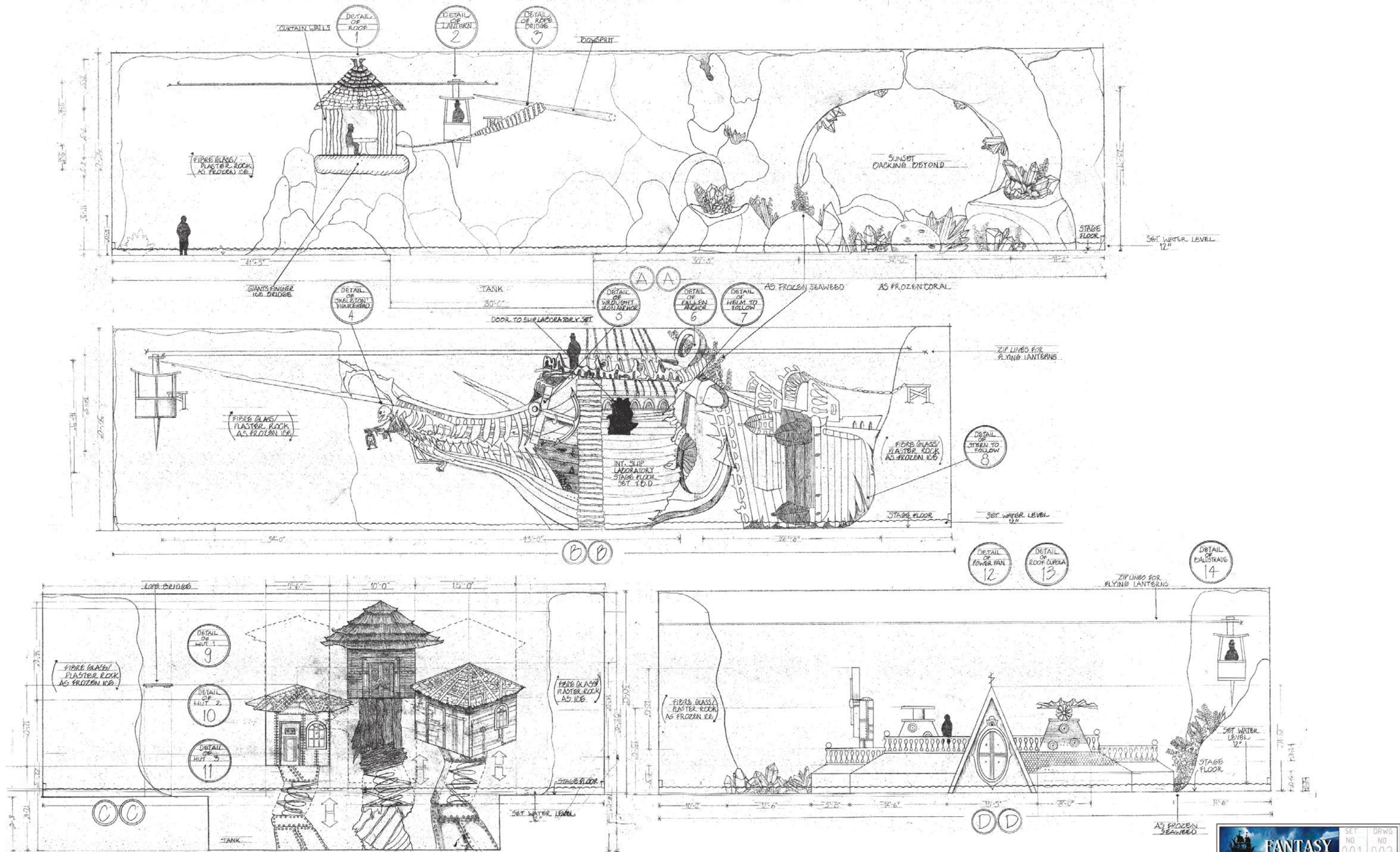


ABOVE: Research Images

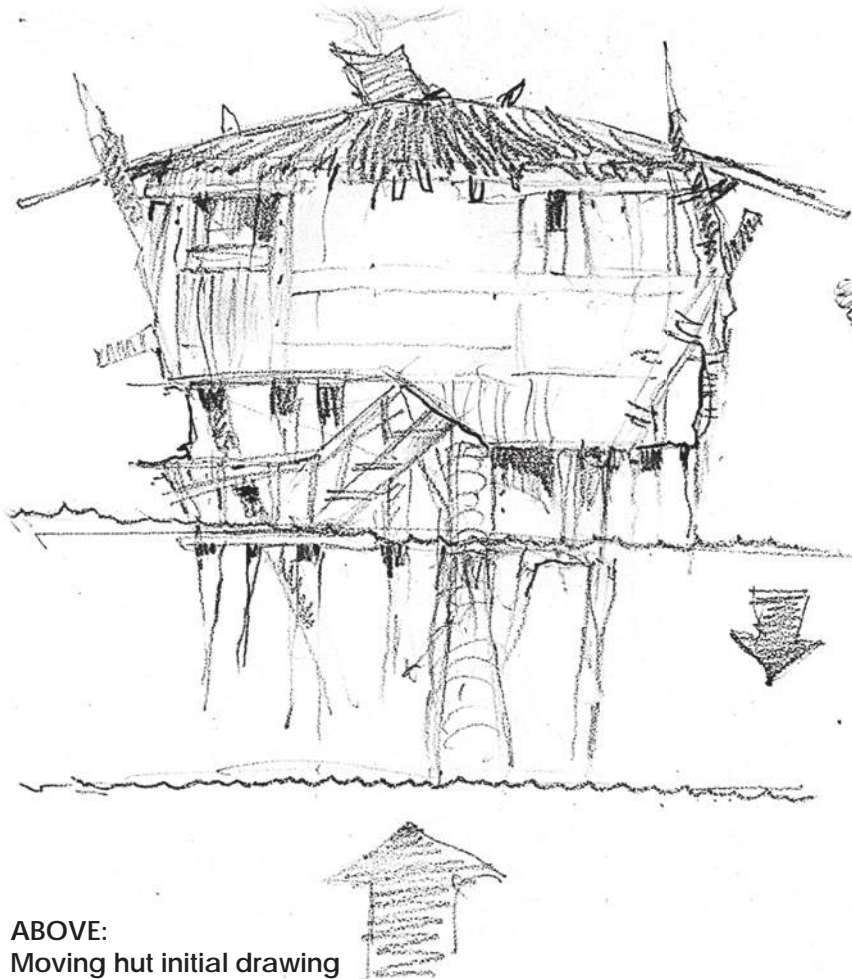
"FANTASY" INT. & EXT. "THE BOOK OF DEAD DAYS"-ICE CAVE. 1/4"-1'0" PLAN A STAGE PINEWOOD

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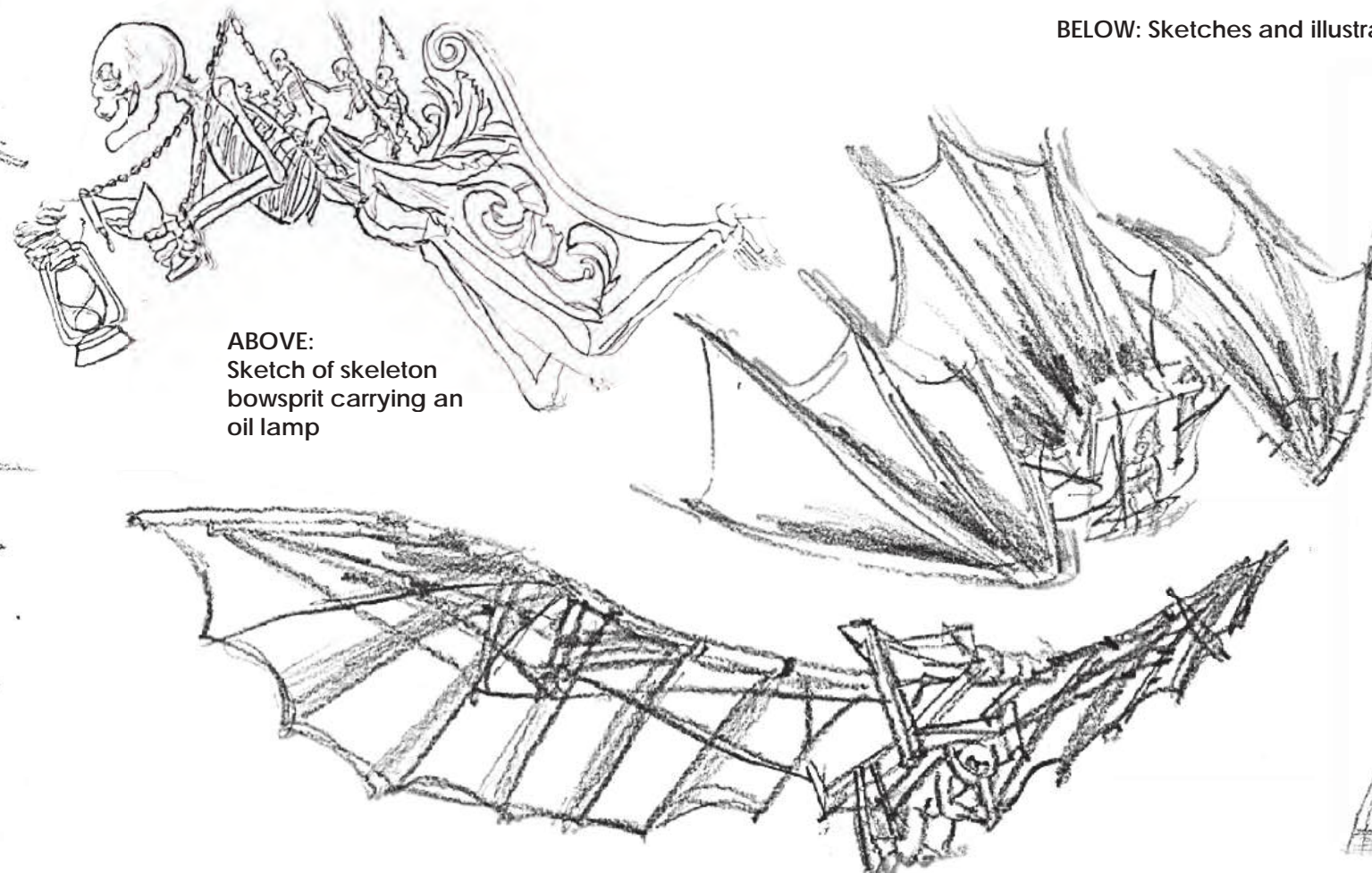
"FANTASY" INT. & EXT. "THE BOOK OF DEAD DAYS" - ICE CAVE · 1/4" = 1'0" ELEVATIONS · A' STAGE · PINewood



'FANTASY' - Pirate Ship Model and Illustrations



ABOVE:
Moving hut initial drawing



ABOVE:
Sketch of skeleton
bowsprit carrying an
oil lamp

BELOW: Sketches and illustrations





Unreal Engine – ‘The Chicken Shop-ocalypse’

I love horror films, the gorier and sillier the better, and so thought about what a satirical world would look like if a zombie apocalypse took place in the local chicken shop.

As an experiment I undertook in learning how to use Unreal Engine, and how to use the software as a tool for the Art Department, I designed and built a Chicken Shop Set full of zombies.

I created the set design, lighting, 3D modelling, character movement, chose the camera angles, as well as sourced, placed and created my own 3D assets, such as the chairs and tables.

LEFT: Two stills of the Unreal Engine environment

BELOW: Work in progress shots



ABOVE: Wide shot of the chicken shop set from 'The Chicken Shopocalypse'

RIGHT : Living Room Set Photograph

'TROUBLE'

National Film and Television School
Final Graduation Film –
Production Designer Role

Attained Final Status in the
Student Oscars/ Academy Awards

Set dressing a family home + art studio
from a bare location

'TROUBLE' is a short fiction family drama about an artistic family who are disrupted one evening, by the surprise arrival of their chaotic ex-wife/mother.



LEFT :
Living Room Set
Photograph



'TROUBLE' - Solo Set Dress - Still From Set



ABOVE: Still of the art studio set

Research Images



ABOVE: Research Images

'TROUBLE' - Solo Set Dress - Concept Art



ABOVE: Concept art of the location living room, completed on Procreate

'TROUBLE' - Solo Set Dress – Stills from Set



ABOVE: Living Room, Kitchen and Art Studio Set Photographs