

# Chris Russell

## Special Effects Artist

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[www.DreamFXPro.com](http://www.DreamFXPro.com) [www.CoffinGHoul.com](http://www.CoffinGHoul.com)

### Skills:

- Attraction and Scenic Design / concept / models / build
- FX makeup artist
- Custom masks, costumes and prop design. Sculpting / mold making / finishing
- 3D printing

### Professional Summary:

Special Effects Artist with over 25 years of professional experience. Passionate and proud about work. Detail oriented with an ability to create fully immersive environments and creatures. Seeking new artistic challenges.

Drive each project to be better than the last and always pushing the creative limits to bring imaginative ideas to life.

Ability to work within a project team inspiring both management and team members to excel and encouraging creative work environments.

Keen understanding of elements of Haunted Attraction design, operation and guest experience.

### Work History:

See [www.DreamFXPRO.com](http://www.DreamFXPRO.com) for on-line portfolio and work samples

**2023 – Current**

**[www.CoffinGhoul.com](http://www.CoffinGhoul.com)**

Owner and Artist

Create custom masks and props for Halloween attractions and entertainers

Conduct attraction design

**January 2000 - January 2010      [www.TwistedToybox.net](http://www.TwistedToybox.net)**

Owner and Artist

Led team of 10-13 artists in studio for production of masks and props

Created custom mask, prop and costume designs

Designed, built and consulted on haunted attractions

Served as FX makeup artist

Provided special FX instructional services

Instructed three-day mask making classes, teaching sculpture, mold making and finishing of custom masks to groups of 6-10 students

Provided special effects and scenic design services

Produced Halloween merchandise for distribution

**February 2010 to February 2020    Silverwood Theme Park, Athol, ID**

Special Effects Director / Attraction Design

Managed Special Effects department. Led artist team of 3-5 FX shop assistants in development and delivery of all on site Halloween projects, as well as additional artistic projects required within the park

Designed five complete Halloween attractions and led team to execute various stages of build. These attractions were noted for outstanding guest attendance record (6 - 10k guests per night) and were featured on the Travel channel

Created extensive prop, costume, and makeup designs for characters in attractions, as well as advertising and marketing

Led team of four makeup artists in show prep for over 150 actors within four-hour makeup schedule

Established stock makeup department (recruited, hired, and managed). Created and designated character looks

Established "Look Books" for makeup and costuming departments; ensured nightly makeup crew followed procedure in "Look Book" to perform final show makeup application

Responsible for maintenance, improvements and additions to existing attractions to ensure guests have a new experience each year.

Performed wear and tear repairs to masks, props, and costumes, as well as attractions