

Adrian Ropp

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Objectives

To provide quality entertainment product to the consumer with a special emphasis on character performance, innovation and increasing franchise value.

Experience

Disney Interactive - Salt Lake City, UT

March 2008 - Present

Lead Cinematics Artist/Head of Story Department – Responsible for story development in cooperation with design team, cinematic storyboards and animation direction, dialogue writing and recording, and franchise management and liason for several key Disney, Pixar, Marvel and Lucasfilm properties.

American Mythology Comics

November 2015 – Present (Freelance)

Writer/Artist – Writing and Artwork for comic books featuring popular licensed characters from the MGM library of franchises.

Archie Comics Publications

June 2015 – Present (Freelance)

Writer/Layout Artist – Development of cover ideas and stories for high circulation Archie digest publications featuring the company's key character line-up.

Feature Films for Families –Salt Lake City, UT

August 2003 – March 2008

Director of Animation – Worked directly with both local and overseas talent to create new animated films featuring the company's characters. Writer, lyricist, storyboard artist and animation director throughout.

Swan Animation – St. George, UT

March 1996 – August 2003

Storyboard Artist/Assistant Director – Acted as storyboard artist and general assistant to the director on several feature animation productions.

Strata Interactive – St. George, UT

January 1995 – March 1996

Story and FX Artist – Storyboards and special effects animation for PC based video games. Development of traditional animated video games as well as 3D animation and writing tasks.

References

References available upon request.

Key Credits

Disney Infinity 3.0 – The Force Awakens - Story Lead

Disney Infinity 3.0 – Twilight of the Republic/Rise Against the Empire – Story Consultant

Disney Infinity 3.0 – Marvel Battlegrounds – Storyboards

Pink Panther #1-4 (Comic Book Series) – Cover Artist, Interior Writer and Artist

Three Stooges #1 (Comic Book Series) – Color Direction

Archie Comics Digest (Comic Books Series) – Cover Jokes and Layout, Interior Writer

Disney Infinity 2.0 – Guardians of the Galaxy – Story Lead

Disney Infinity 2.0 – Spider-Man – Storyboards

Disney Infinity 2.0 – Avengers – Story Lead

Faux Paw the Technocat (Children’s Book Series) – Illustrator

Disney Infinity – Monsters University – Story Lead

Disney Infinity – Incredibles – Storyboards

Disney Infinity – Pirates of the Caribbean – Storyboards

Disney Infinity – Cars – Story Lead

Disney Infinity – Toy Story in Space – Storyboards

Disney Infinity – Lone Ranger – Storyboards

Cars 2: The Video Game – Co-Story Lead, Game Concept and Story Director

Disney Interactive Fantasy Project (Shelved Game) – Senior Story Artist

Toy Story 3: The Video Game – Storyboards and Writing

Pig Tales (13 30 minute direct to video animated episodes) Supervising Director

The Velveteen Rabbit (Theatrical Live Action/Animated Film) – Animation Director, Lead Story Artist

The Emperor and the Nightingale (Shelved Feature) – Story Development

The Princess and the Pea (Theatrical Animated Feature) – Assistant Director, Storyboards

Secrets of the Luxor (PC Video Game) FX Animation and Storyboards