



Creative Project Manager

614-638-6029
erindonahueart@gmail.com
erindonahueart.com

From short films to streaming to theme parks, my work reflects my passion for bringing audiences into worlds that have only ever existed in their imaginations. With a blended background in art and design management, I am uniquely poised to bring creative ideas, artistic expertise, and a logistical mindset to every new project I begin.

Education

Savannah College of Art and Design | GPA 4.0
BFA Animation, Themed Entertainment Design minor / Savannah, GA / 2017 – 2021

Experience

Digital Specialist | Cinema Partnerships

- The Walt Disney Studios / Burbank, CA / 2024 – Present
- Ensuring the successful execution of Cinema Partnerships digital campaigns, including trailer launches, content debuts, and tickets on-sale
 - Developing promotional assets and campaign elements on time and within budget
 - Partnering with internal and external teams to provide creative and strategy guidance, up-to-date assets, and film information to exhibition and format partners across all of the studios’ theatrical campaigns
 - Serving as a liaison between external exhibition partners, internal stakeholders, vendors, and synergy partners on digital and in-theater activations across all of the Disney studios’ theatrical releases
 - Designed and implemented bespoke project management system for use across the digital vertical

Paid Design Management Coordinator | Performance and Engagement Design

- Warner Bros. Discovery / Culver City, CA / 2021 – 2024
- Responsible for coordinating and delivering marketing creative and copy for both Max brand paid media and lifecycle teams across campaigns in a fast-paced environment
 - Proactively built Photoshop and Adobe Bridge templates and automations to expedite creative production of key art crops in bulk to be used in email and push notifications, now in use across the team
 - Acted as a champion and administrator for the in-house design teams by ensuring that all workstreams had up-to-date creative assets for both small and large scale campaigns
 - Processed and delivered static, motion, and copy assets for more than 1,200 requests in one month and regularly average more than 800 projects monthly
 - Established new workflows for DCO banner creation including facilitating several major template updates and agency partner communication

HBO Max Design Management Intern

- Warnermedia / Remote / 2021
- Led more than 230 individual in-app activations including custom visuals during my 11 week internship to tell cohesive and premium stories for the global brand
 - Oversaw the schedules and creative progress for more than 500 unique character avatars to be implemented within the HBO Max app user interface
 - Supported creation of all in-app assets and consumer-facing content behind the paywall from concept exploration to delivery

Creative Intern

- Ohio Film Group / Columbus, OH / 2019
- Collaborated closely with visual effects supervisors and producers in a feature studio environment

Disney College Program Intern

- Walt Disney World Resort / Lake Buena Vista, FL / 2018
- Brought engaging stories to life with a team of performers and attendants representing Disney Parks Live Entertainment while ensuring the safety of all guests and performers

Skills

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|-----------------------------------|------------------------------------|
| • Cross-functional collaboration | • Written and verbal communication |
| • Design background and education | • Creative problem solving |
| • Project management | • Highly adaptable |
| • Multi-tasking | • Process optimization |
| • Workload prioritization | • Stakeholder management |

Software

- | | |
|------------------------|----------------|
| • Adobe Creative Suite | • Google Suite |
| • Microsoft Suite | • Monday.com |
| • Autodesk Maya | • Trello |
| • AirTable | • Smartsheet |
| • Asana | |

