

Allison Schenker

Production Designer & Art Director – Local 800 

allisonschenker@gmail.com ~ (804) 615-1658

Film & TV

Television

Production Designer	<i>A Plan to Kill – S. 1</i>	Oxygen	2024
Production Designer	<i>Accident, Suicide or Murder - S. 4</i>	Oxygen	2023
Art Director	<i>9/11 – The 5th Plane</i>	TMZ	2023
Art Director	<i>Death in the Dorms – S. 1</i>	Hulu	2022
Production Designer	<i>The Me & You Show – S. 2</i>	Snapchat	2022
Production Designer	<i>Murdered by Morning – S. 2</i>	Oxygen	2022
Assistant Art Director	<i>Lip Sync Battle: Shorties – S. 2</i>	Nickelodeon	2018
Production Designer	<i>Unusual Suspects - S. 9</i>	ID Network	2017

Features

Production Designer	<i>President Donn</i>	Nick Lyon (Dir.)	2025
Production Designer	<i>Hole Shot</i>	Olivier Gruner (Dir.)	2024
Art Director	<i>Tricked & Treated</i>	Krystyna Loboda (PD)	2023
Art Director	<i>The Apology</i>	Tom Obed (PD)	2022
Art Director	<i>Christmas in Harmony</i>	Krystyna Loboda (PD)	2021
Production Designer	<i>American Psychos</i>	Jared Cohn (Dir.)	2019
Production Designer	<i>San Andreas Mega Quake</i>	H.M. Coakley (Dir.)	2018
Production Designer	<i>Home is Where the Killer Is</i>	Kaila York (Dir.)	2018
Production Designer	<i>Murder In-Law</i>	Nigel Thomas (Dir.)	2018
Production Designer	<i>Deadly Switch</i>	Svetlana Cvetko (Dir.)	2018
Production Designer	<i>Ernesto's Manifesto</i>	David Matthews (Dir.)	2018
Production Designer	<i>Avengers Grimm: Time Wars</i>	Maximilian Elfeldt (Dir.)	2017
Production Designer	<i>Hacker</i>	Nadeem Soumah (Dir.)	2016
Production Designer	<i>Girl Followed</i>	Tom Shell (Dir.)	2016
Production Designer	<i>Turbulence</i>	Nadeem Soumah (Dir.)	2016
Production Designer	<i>Zoombies</i>	Glenn Miller (Dir.)	2015
Production Designer	<i>The Last Bid</i>	Casper Van Dien (Dir.)	2015
Production Designer	<i>Broken Promise</i>	Nadeem Soumah (Dir.)	2015
Production Designer	<i>Kiss Me, Kill Me</i>	Casper Andreas (Dir.)	2015
Production Designer	<i>Lavalantula</i>	Mike Mendez (Dir.)	2014
Art Director	<i>Recovery</i>	Clayton Beisner (PD)	2014
Art Director	<i>Blood of Redemption</i>	Giorgio Serafini (Dir.)	2013

Education

Illinois State University	Master of Fine Arts	Scene Design	2012
University of Maryland	Bachelor of Arts	Theatre: Design	2004

Skills

Unreal Engine, TwinMotion, Adobe Photoshop & Illustrator, VectorWorks, SketchUp, 3D modeling, Rhino, Virtual production, director's plans, digital rendering, graphics, budgeting, organization, research, management

References

Available upon request.