



EARTHWYN DAVIS

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PROFILE

Design-driven creative with a background in Urban Design, spatial planning, branding, graphics, 3D modeling, and visual storytelling. Combines design intelligence with extensive film production experience, bringing a strong understanding of workflow, pace, and cross-department collaboration to environmental, graphic, and world-building projects.

CORE STRENGTHS

- Spatial thinking, layout planning, and environmental design
- Branding, graphic design, mood boards, and visual presentations
- 3D modeling in SketchUp; working knowledge of AutoCAD, Blender, and Unreal Engine
- Adobe Photoshop, Illustrator, InDesign, Premiere Pro, and After Effects
- Visual storytelling, concept development, and composition
- Production literacy, organization, and

ADDITIONAL TOOLS/ TRAINING

- SketchUp, Photoshop, Illustrator, InDesign
- Premiere Pro, After Effects, Final Draft
- Blender (intro), Unreal Engine (intro) and AutoCAD (working knowledge)
- Post Production Fundamentals (2024)
- Intro to Blender 3D (2024)
- Intro to Virtual Production (2026)

EDUCATION

University of Waterloo

Bachelor of Environmental Studies,
Honours Planning Co-op
Specialization in Urban Design,
2005-2009

Oxford University Exchange Program

Professional Communication Methods
and Public Speaking, 2009

RELEVANT EXPERIENCE

Brand Designer & Creative Director

LCKY Brand Clothing | 2020-Present

- Designed prints, logos, and graphics for apparel and merchandise.
- Directed brand visuals across photoshoots, website design, mood boards, and social media.
- Built a cohesive visual identity across multiple brand touchpoints.

Producer | Director | Writer

1987 Productions | 2010-Present

- Developed short film concepts, storyboards, and visual worlds for independent projects.
- Strengthened spatial and compositional thinking through directing, set dressing, and creative planning.
- Managed locations, crews, scheduling, and creative execution from concept to

Multimedia Editor

theScore | 2017

- Created high-volume graphics and short-form video for social platforms using Adobe Creative Cloud.
- Produced timely, shareable visual content with strong attention to composition, tone, and audience engagement.

Spatial/Design Experience

Architecture, Urban Design, and Design Support Roles | 2007-2010

- Built 3D models and drafting plans, prepared presentations, and supported design documentation in roles with Joseph Bogdan Associates, DivyaSree Developers, the City of Toronto, and the Ontario Science Centre.
- Worked across planning, signage/display support, spatial problem-solving, and presentation materials.

Set Production Experience

DGC Ontario | 2018-Present

- 8 years of on-set experience across 55+ major film and television productions in Ontario.
- Strong understanding of set protocol, production workflow, schedules, pace, and interdepartmental coordination.
- Regularly collaborated alongside Set Decoration, Props, and other departments on high-volume productions.



SELECTED PRODUCTION EXPERIENCE

- *Star Trek: Strange New Worlds (Season 4)* – (Set PA: 2025)
- *The Boys (Season 4)* – (Set PA: 2022-2023)
- *Varsity (Season 1)* – (Set PA: 2022)
- *Titans (Season 4)* – (Set PA: 2022)
- *Chucky (Season 2)* – (Set PA: 2022)
- *Star Trek: Strange New Worlds (Season 1)* – (4th AD: 2021)
- *Star Trek: Discovery (Season 2, 4)* – (Set PA: 2018 - 2021)
- *Locke and Key (Season 1-3)* – (Set PA: 2019 - 2021)
- *The Expanse (Season 4, 6)* – (Set PA: 2019 - 2021)