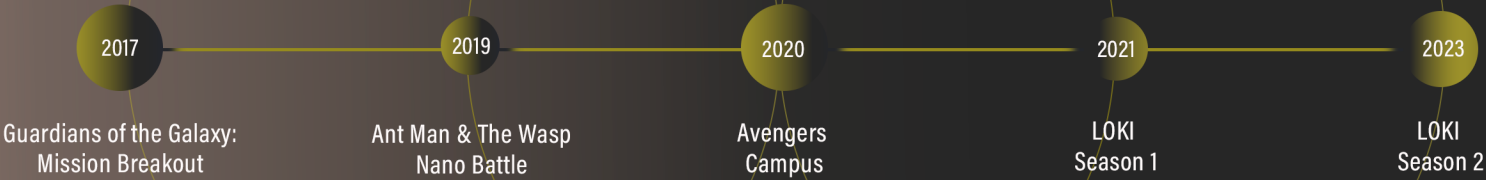


# MICHELE BLOOD

Film Producer | Marvel Studios

I served as a creative partner to the talented professionals across both the film and theme park industries. Each venture explored uncharted territory, uncovering new ways to deliver Marvel storytelling—each with its own challenges & unique results.

With a keen awareness of technical and budget constraints, I helped guide the creative team in shaping both narrative and visual concepts, ensuring they had the necessary tools and support to bring innovative ideas to life.



## EXPERIENCE

ASSOCIATE PRODUCER | 2022 - 2024

MANAGER, PRODUCTION & DEVELOPMENT | 2019 - 2022

- Creative Producer for both seasons of LOKI (Disney+), served as the Executive Producer's right-hand, collaborating closely to shape the vision of the series from story development through post-production, marketing, and release.
- Acted as the central hub for all cross-functional communication, establishing a smooth pipeline process for creative material revisions, approvals, and deadlines.
- Worked closely with the VFX team on asset approvals, providing detailed feedback to artists on all development material—from early concept art to pre-vis, post-vis, and final VFX renderings.
- Collaborated with writers on world-building and character development, organizing six hours of storytelling into story charts and summaries for executive approval. Managed formatting and distribution of draft revisions and assets.
- As Second Unit Producer, oversaw approvals and production progress for all additional filming requirements.

DEVELOPMENT MANAGER | 2018 - 2019

CREATIVE MATERIALS COORDINATOR | 2016 - 2018

- Partnered with Walt Disney Imagineering to bring the Marvel Cinematic Universe to life in Disneyland Parks, elevating interactive storytelling to a cinematic level.
- As the intermediary between Film Producers and Imagineering, facilitated director involvement, securing talent, and streamlining film production requirements to align with ride system constraints.
- Collaborated with the R&D team on the creation of the Stuntronic Spider-Man, our most ambitious character interaction, and animatronic "Vyloo" birds for the Guardians of the Galaxy ride queue.
- Oversaw multiple film shoots and VO sessions for ride media, guiding performances to ensure authentic representation of Marvel film characters.
- Worked closely with Kevin Feige on designing keynote presentations for Comic-Con's Hall H and created pitch decks for his monthly updates with Bob Iger.

## SKILLS

### IMMERSIVE STORYTELLING

Proficient in developing narrative experiences that merge creativity and technology.

### CROSS-FUNCTIONAL COLLABORATION

Uniting creative, technical, & operational teams to achieve shared goals.

### COMMUNICATION & NEGOTIATION

Strong interpersonal skills with a focus on influencing, negotiating, and building consensus.

### CONTENT PRODUCTION

Deep understanding of end-to-end workflows, from story development to post-production.

## EDUCATION

Brigham Young University, 2008-2012  
Bachelor of Science, Psychology

## REFERENCES

Kevin Feige, President of Marvel Studios  
Brad Winderbaum, Head of Marvel Television



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