



PROGRAMS

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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.

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 and unique results.

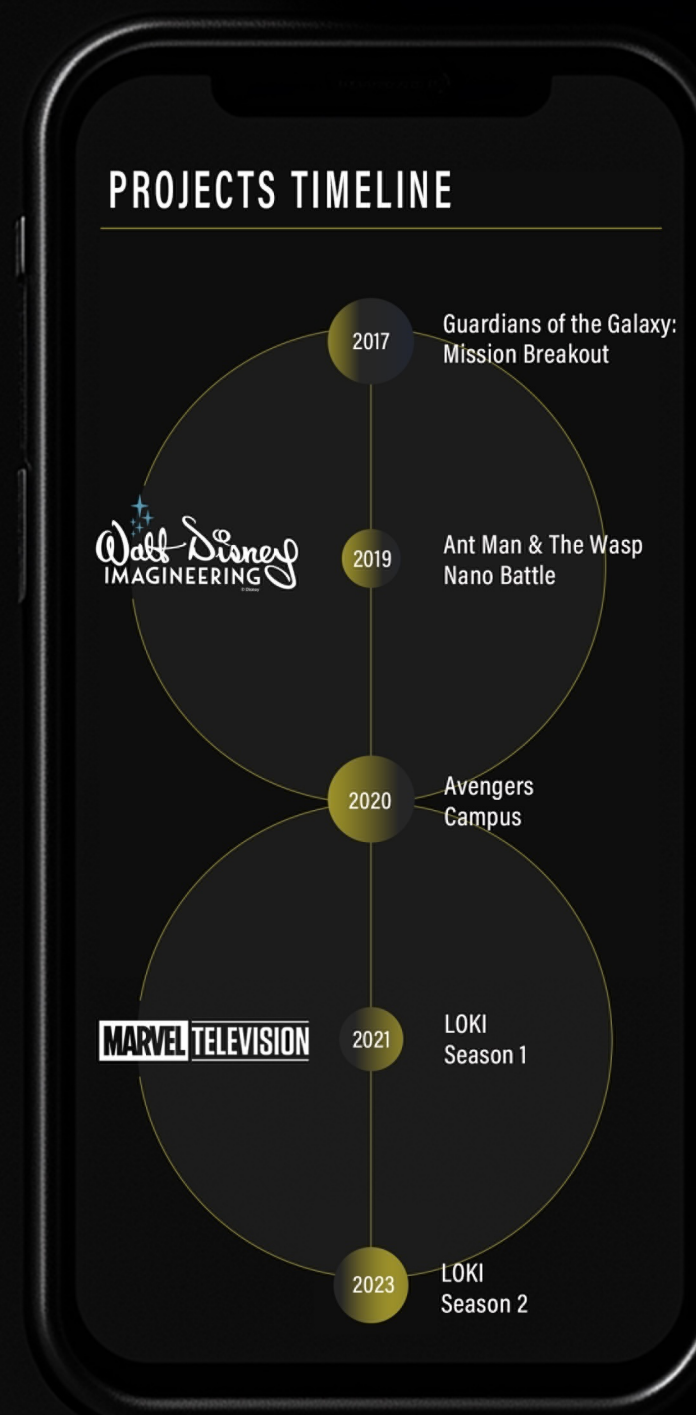
With a keen awareness of technical and budget constraints, I guided the creative team in shaping both narrative and visual concepts, ensuring they had the necessary tools and support to bring innovative ideas to life.

ASSOCIATE PRODUCER | 2022 - 2024
MANAGER, PRODUCTION & DEVELOPMENT | 2019 - 2022

- Creative Producer to both seasons of LOKI, 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 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.



EDUCATION

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

REFERENCES

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

CONTACT

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