

GENTRY AKENS

Production Designer and Creative Director

www.gentryakens.com

Gentry Akens is an award-winning production designer and creative director with over 35 years of experience in immersive, interactive family entertainment. He's taken on many roles across a range of brands including Walt Disney World, Universal Studios Orlando, The Disney Channel, Nickelodeon, Hasbro Inc., Mattel Toys, Sony Pictures, and Hanna Barbera Studios.

Gentry's career began as the character designer on highly successful animated shows *Fat Albert*, *He-Man*, and *Master of the Universe*. He produced the animated DVD series *Weebles* for the Hasbro Toy Company. He was Production Designer for the 90s version of *The Mickey Mouse Club*, *Emerald Cove*, Nickelodeon's *Gullah Gullah Island*, and the award-winning short film *IR/Reconcilable* on HBO. Gentry's production work continued with the made for TV movies *The Walton's Homecoming* and *A Walton's Thanksgiving*. Gentry designed Dolly Parton's TV movies *Dolly Parton's Mountain Magic Christmas*, *Coat of Many Colors*, and *Christmas of Many Colors*, which aired on NBC Thanksgiving 2016. Gentry's film credits include Tyler Perry Productions feature films *Good Deeds* and *The Marriage Counselor*. He was the art director for Warner Bros.' *Barbershop 3* and Universal Pictures' *Almost Christmas* starring Danny Glover and Gabrielle Union. Additional TV credits include season two of MTV's *Teen Wolf*, two seasons of TV One's *The Rickey Smiley Show*, and season 2 of *Mann & Wife*.

Beyond film and TV, Gentry served as the Director of Creative Development for Universal Orlando's CITY-WALK, spearheading development of Bob Marley's Tribute to Freedom Restaurant and Nightclub, The Groove Dance Club, and several other nighttime attractions in the park. He has completed scenic designs for the off-Broadway musical comedy *Disenchanted* and several local theater productions. His career also includes a notable stint at Hasbro where he was Head of Creative Development, responsible for all conceptual development and execution to expand Hasbro brands beyond the toy and game aisles into storytelling media (i.e., feature films, television, live experiences, digital media, and publishing). From quick sketch rendering to conceptual thinking, his "out of the box" visions lay the groundwork for environments that inspire.