



ABOUT ME

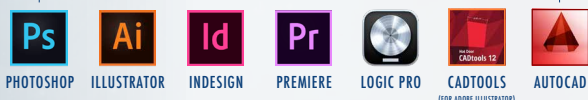
Production Designer, Artist, and Creative Professional with a passion for Theme Parks, Live Spectacles, and Immersive Experiences.

9+ years experience with various themed entertainment companies, delivering creative design solutions on numerous global thematic projects including theme parks, FECs, dark rides, and mixed-use developments. Multi-faceted team player in leading projects toward completion, from concept design through production phases. Brings powerful storytelling and environments to life utilizing an eclectic range of skills, on paper, screen, and in the field.

SKILLS

Attraction/Show/Set Design | Concept Design | Graphic & Signage Design | 3D Design (Modeling-Sculpting-Printing-Scanning) | Art Direction | Sketching & Illustration
Painting & Scenic Art | Audio & Video Editing | Music Composition | Concept & Schematic Packages | Team Communications | Project Coordination

ARTWORK | GRAPHICS | DRAFTING | MULTIMEDIA



3D DESIGN (MODELING-SCULPTING-PRINTING-SCANNING) | PREVISUALIZATION



DOCUMENTATION | COORDINATION



EXPERIENCE

Walt Disney Imagineering | ENVIRONMENTAL GRAPHIC DESIGNER

August 2022 - Present | Orlando, FL

Provide environmental design solutions on a range of Capital and SQS projects for WDW and primarily the **Disney Cruise Line portfolio**.

- Create/pitch thoughtful design concepts via sketches, color illustrations, 3D mockups and dimensional studies. (previs and resin printed miniatures)
- Develop budget/hours estimates for upcoming scopes and projects. Mentor team members and delegate design efforts.
- Provide drawing packages, production art, and 3D printable models to props, SFX, fabrication teams, and vendors.

Adirondack Studios | LEAD CREATIVE DESIGNER

2018 - 2022 | Orlando, FL / Upstate NY

Lead design efforts of scenery, props, and showset elements on exciting projects for **clients including Universal Creative and Walt Disney Imagineering**.

- Liaison between global clients and teams in NY, FL, CA, and Dubai, to establish/ensure Creative Intent is upheld throughout project life cycles.
- Collaborated with technical and fabrication teams to create designs that are both buildable and on budget.
- First designer based in the Orlando office, assisting the local shop and onsite scenic paint teams with production art needs.
- **Daily role included** design packages, graphics/signage, illustrations, 3D modeling, drafting, project coordination/delegation, and client communications.

ITEC Entertainment Corporation | LEAD SHOW DESIGNER

2014 - 2018 | Orlando, FL

Lead show design efforts on Blue Sky Concept to Schematic Design projects, expansive as entire theme parks to specific as themed snack carts.

Clients included Sun Group, Wanda, MQDC, Palace Entertainment, and Universal Creative.

- Attraction designs on theme parks, FECs, dark rides, and mixed-use developments, located in the US, Vietnam, China, Israel, and Thailand.
- Assisted Creative Directors in resource/asset management.
- **Daily role included** art direction, concept development, key art illustrations, colored elevations, master planning studies, signage/graphic design, 3D modeling, THRC/guest experience studies, narrative development, and presentation packaging.

Jack Rouse Associates | CONTRACTED ATTRACTION/GRAPHIC DESIGNER

June 2014 - Nov. 2014 | Cincinnati, OH

Worked with JRA to design, draft, and package several Museum, Exhibit, and FEC projects. **Projects included "Angry Birds Activity Park St. Petersburg"**

- Adhered to an IP-holder's brand and style guides in the design of various exhibits, signage, murals, and large format graphics.
- Drew scaled, dimensioned, and annotated elevations, plans, and cross sections for exhibit spaces.
- Master planning and spatial flow diagrams for guest experience studies.

Themeworks Incorporated | SCENIC DESIGN INTERN

June 2013 - Sept. 2013 | High Springs, FL

Fabrication/Design work across various Museum and Theme Park projects, **for clients including SeaWorld and Walt Disney Imagineering**.

- Created shop drawings, faux painting, texturing, molding/casting, props work, and on-site installs for numerous scopes and scenic elements.

Berkshire Theatre Festival | PRODUCTION GENERALIST - SUMMER STOCK INTERN

June 2012 - Sept. 2012 | Stockbridge, MA

Worked across carpentry, lighting/electrics, and scenic painting departments to build, install, and strike ten shows for the 2012 summer season.

EDUCATION



Savannah College of Art and Design (SCAD) | BFA PRODUCTION DESIGN AND THEMED ENTERTAINMENT | 2014

Studied design, craftsmanship, and immersive storytelling under industry veterans as applied to **Theater, Film, and Themed Entertainment**.

MAJOR PROJECTS (ANNOUNCED)

- Disney Treasure, Wish, and Destiny | Opening 2022-25
- Kung Fu Panda Land of Awesomeness | Universal Beijing | Opened 2021
- Angry Birds: Activity Park | St. Petersburg, Russia | Opened 2015
- Meow Wolf Convergence Station | Denver, CO | Opened 2021
- Remy's Ratatouille Adventure | Epcot, WDW FL | Opened 2021

- Sea World Abu Dhabi | Opened 2023
- Meryal Waterpark | Qatar | Opened 2023
- Doha Quest | Doha, Qatar | Opened 2021
- USA Pavilion | Expo 2020 Dubai | Opened 2021
- The Warner Bros. Hotel | Abu Dhabi | Opened 2021

*** REFERENCES AVAILABLE
UPON REQUEST.**