



Attraction Art, Design, & Direction

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Attraction Designer • Graphic, Scenic, and Prop Artist • Art Director • Creative Consultant

RECENT WORK EXPERIENCE

Alterface USA, Branson, MO, via Orlando, FL

September 2015 - Present

Creative Director / Lead Designer

November 2016 - Present

- Creative lead and principal designer for various top-tier clients' marquee attractions.

Attraction Development Designer / Art Director

October 2015 - October 2016

- Creative contractor providing art & design services from Orlando, FL, including design, attraction development, storyboarding, show writing, graphics, art direction, and more.

BRPH, Orlando, FL

August 2017 - Present

Creative Concept Illustrator

- Working alongside a talented new creative team to produce freelance conceptual drawings and illustrations for major theme park projects all over the world.

Universal Orlando Resort, Art & Design, Orlando, FL

January 2015 - January 2017

Creative Consultant, Entertainment Division

- Art & Design Team Member working with talented artists, designers, art directors, and technicians to help organize and bring to life Universal Studios special events.

SeaWorld Parks & Entertainment, Orlando, FL

September 2013 - November 2015

Designer, Prop Master, Art Director - Props, Design Coordinator (Creative Contractor)

- Designer / Owner's Representative in charge of props, project management for all props, and design coordination, as well as collaborative creative consulting and field art direction for a number of marquee SeaWorld attractions projects.

Overall responsibilities included: concept and show / set design, management of creative talent, budgets, payroll, and props warehouse, procurement and sourcing, prop design and art direction, fabrication, concept development, coordination of designs and theming elements for design team, delivery logistics, research and budgeting, brainstorming sessions, creative meetings, on-site prop installation, on-site art direction, etc.

OTHER NOTABLE WORK EXPERIENCE

Freelance *2006 - Present*

Creative Consulting, Scenic and Props, Illustration, Design, Graphics

For Halloween events, Disney Parks prop fabrication, trade shows, websites, etc.

AST Exhibits, Orlando, FL

September 2014 - October 2014

Project Manager, Assistant Designer

Project-based project management and assistant design for design phase of interactive exhibit.

Universal Orlando Resort, Art & Design, Orlando, FL

June 2013 - October 2014

Technical Consultant, Entertainment Division

Roundtable Productions, Winter Garden, FL

April 2013 - August 2013

Artist, Designer, Fabricator, Head of Miniatures Department

Producing scenic art and props for the world's top theme parks and other major projects.

ChicagoHalloweenGuide.com

2012 - 2014

Webmaster, Web Designer, Artist, Writer, and Creator

Eleventh Hour Haunted Houses, Chicago, IL

2006 - 2012

Lead Artist, Freelance Designer, Web and Graphic Designer

Hiptrix Inc., Chicago, IL

2002 - 2011

Co-Founder, Brand Designer, Product Development, Graphic Artist

EDUCATION

Ringling College of Art and Design, Sarasota, FL

Bachelor of Fine Arts Degree

Major: Illustration

SPECIALIZED SKILLS

Computer Programs

Photoshop - Illustrator - Dreamweaver - InDesign - Premiere - Excel - MS Word - Sony Vegas -
Sony Acid Music Studio - PowerSeek SQL - Corel Painter - ZBrush - SketchUp

Abbreviated Skills Summary

Design Drawings and Solutions - Illustration - Graphic Design - Sculpting - Props / Scenic Art -
Casting / Molding - Concept Design - Scratch Building Models - Show Writing - AV Editing -
.Html Web Design - Prop Management - Art Direction - Creative Direction