

I am an Art Director with 15+ experience in themed entertainment, film, and theatre. I am a quick-witted, strategic designer and leader with a willingness to improvise and correct course. I enjoy working on a team elegently solving design problems and telling stories. I enjoy the details.

SELECTED THEMED ENTERTAINMENT EXPERIENCE

ART DIRECTOR, Arts Campus and Cultural Attraction; the Middle East 2018-2019

Thinkwell Group

Oversaw the Blue Sky phase of an Arts Complex being developed in the Middle East. Developed concept art and design intent for a sprawling complex of art studios, galleries, performance venues, and other guest amenities intended as a cultural and artistic hub and destination. Project in development.

ART DIRECTOR, Research Center and Cultural Attraction; U.A.E. 2018-2019

Thinkwell Group

Oversaw the Concept Design phase for a “digital” library in the U.A.E. The project was to activate ten spaces within a forward-looking library complex. Spaces included cafes, children’s play spaces, “makerspace”-type activity spaces, lounges, and iconic sculptures. Inclusive design for all abilities was an important aspect of our design approach. Project in development.

ART DIRECTOR, Sports Stadium Tour; United Kingdom 2018

Thinkwell Group

Oversaw the Schematic Plus design phase for a major British football club’s stadium tour, including exhibit spaces. The exhibit spaces included a flexible media presentation space, interactive room, and exhibit of the football club’s history. Project to open in April 2019.

ART DIRECTOR, Theme Park Land; United States 2018

Thinkwell Group

Co-oversaw the Concept Refinement phase of a land within a major new American theme park. Art directed area development facades and interiors, and several attractions. Worked closely with client to shephard a project with an iconic intellectual property. Project in development.

ART DIRECTOR, Theme Park Land; Abu Dhabi 2017-2018

Wyatt Design Group

Oversaw the Concept Refinement and Schematic Design phases for a land in an indoor theme park. Developed a unique creative direction for a family-friendly nature-themed play zone including several small-scale rides and many interactive experiences. Developed two distinct design concepts: one cartoony and whimsical and the other high-tech. Project in development.

ART DIRECTOR, Theme Park Project; Saudi Arabia 2016-2018

Wyatt Design Group

Oversaw the Schematic Design of three lands for an outdoor theme park. Each land had a unique cultural theme and a variety of attractions ranging from a flume ride, media-based dark ride, 3D dome projection theater, to several custom themed flat rides and restaurants. Project still in development.

LEAD DESIGNER, Indoor Theme Park; Doha, Qatar 2015-2016

Granaroli Design & Entertainment

Designed ride vehicles, flat rides, interactives, and showset for multiple attractions in an indoor family theme park. Provided art direction guidance, created storyboards, concept sketches, elevations and digital models to help communicate and shape the design in the Concept Refinement and Schematic Design phases. Project under construction.

LEAD DESIGNER, Hershey’s Chocolate Factory Tour Ride; Hershey, PA 2015-2016

Granaroli Design & Entertainment

For the sixth redesign of the existing Hershey’s Chocolate Factory Tour Ride, developed vehicle, showset, and graphic designs for queue and main experience for the ten minute dark ride. The process included extensive modeling in SketchUp and conceptual illustrations in Photoshop throughout Schematic and Detail Design. Opened in May 2016.

ILLUSTRATOR and MODELLER, Warner Bros World Abu Dhabi; Yas Island, Abu Dhabi 2015

Thinkwell Group

Designed a variety of Area Development props and showset dressing throughout this indoor theme park. The lands vastly ranged in style from WB cartoons to DC comics. Created the standard template for prop and dressing design submissions for brand approval. Designed several scenes for *Justice League: Warworld Attacks*: a media-based, scenically integrated dark ride. The designs were developed in 3D using SketchUp with detailed elevations finished in Photoshop. Worked on the project from Schematic through Detail Design. The park opened in 2018.

ADDITIONAL DESIGN EXPERIENCE

ART DIRECTOR, SET DRESSER, PROPMASTER, Various Films, 2005-2009

NYC

While filming in every borough of New York City, learned to improvise, think on my feet, and become an Art Department McGyver solving problems and building solutions out of the materials on hand.

SCENIC or GRAPHIC ARTIST, CARPENTER, Various Theatre Productions, 2004-2012

NYC & Los Angeles

In NYC and Los Angeles, worked on several small theatre productions designing and fabricating set elements. In Los Angeles, worked as a Prop Fabricator for the Center Theater Group and as a carpenter at The Barnacle Bros. Scene Shop. Productions at these two shops were performed and/or installed at The Kirk Douglas Theater, the Los Angeles Opera, and LACMA.

EDUCATION

CALARTS, MFA, 2012 - Technical Direction, with a Props Fabrication, Design and Management Specialty

VASSAR COLLEGE, BA 2004 - Film and Gender Studies