

Alex Nadeau

THEMED EXPERIENCE DESIGNER



PERSONAL PROFILE

Designer and fabrication-minded storyteller who develops themed concepts into buildable show environments. Combines sketching, 3D visualization (Maya/Rhino/Revit), and hands-on prototyping to create real-world-ready solutions. Brings a production-aware mindset to materials, detailing, and install constraints, turning creative intent into clear, team-ready packages that support execution.

CONTACT DETAILS

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EDUCATIONAL HISTORY

MFA Themed Experience

University of Central Florida / 2023-2026

- Concentration in Creative Direction & Production.

BFA Emerging Media - Graphic Design Track

University of Central Florida / 2019-2023

- Focus on Design Management and Intellectual Property Integration.

DIGITAL SKILLS

- Adobe Creative Suite – Brand systems, sign families, spec sheets, graphics, executive-ready presentations.
- 3D Modeling & Visualization (Maya, Rhino, Revit) – Blockouts, camera studies; print-ready prop assets.
- Collaborative Tools – Slack, Discord, Microsoft Teams; Zoom/Google Meet; Google Drive/OneDrive.
- Project Documents & Coordination (Office/Workspace) – Searchable docs, action logs, and version control.
- AI Fluency – Grad-level study & research into prompting, image generation, and ethical use.
- Research & Reference Building – Context packets, moodboards, and citation-clean summaries.

PROFESSIONAL & WORK EXPERIENCE

Moonshiners: Hot Rod Hideaway

Design-Build Documentation + Scope Package (Fall 2025)

- Pitch-to-production RFP/scope package
- milestones, criteria, and coordination logs to support clean execution.

Deep Current Outpost: Immersive Mini-Park

Scenic/Graphic Concepts + 3D Visualization (Spring 2025)

- Co-led creative direction; produced concepts across project.
- 3D mockups for scale and how elements live in the environment.

Ridin' the Rails / Roundhouse Park:

Concept Development + Graphics + Build-Layouts (Fall 2024)

- Developed show set concept into a cohesive, buildable environment.
- Created POV sketches, 3D visualization (Maya/Rhino/Revit), and prototype-driven iterations to translate intent into practical detailing.

Designer & Coordinator

Freelance / 2019-2025

- Crafted designs, concepts, and logos tailored for clients.
- Coordinated consistent visual and digital media content.
- Designed UI/UX wireframes, user flows, and clickable prototypes.
- Prepared production-ready proposals, complete with budgets.

Brand Advisor

Best Buy - Orlando / 2022 - 2023

- Specialized in computing, software, and electronics.
- Built strong relationships with retail and corporate customers.

FABRICATION SKILLS

- 3D Printing & Rapid Prototyping – Translating creative digital concepts into physical models for pitches & presentations.
- Laser Cutting – Applying precision techniques to create functional and decorative props based on digital designs.
- Electronics & Model-Building – Building and programming electronic control systems; lighting, layout construction, basic wiring, coding for interactive functionality.
- Airbrushing & Finish Painting – Finishes, scenic/weathering effects, surface prep, and clearcoats for props and models.
- Hands-on Fabrication & Troubleshooting - "Materials Matter: Architectural Finishes in Practice" fabrication intensive at Casto Creative, Orlando (Scholarship Granted).