

ALEX NADEAU

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SUMMARY

MFA Themed Experience candidate and Entertainment Stage Technician at Disney's Hollywood Studios with hands-on props and set decoration experience in professional theatre and theme parks. Fabricates, dresses, maintains, and installs props, scenic elements, and practical set pieces, and has led on-site placement and strike under live-show conditions in coordination with stage management and crews. Works with designers, supporting design development from historical and period research through mock-up, fabrication, field installation, and turnover. Reads architectural and construction drawing packages and produces dimensioned drawing sheets; drafts and draws by hand, from freehand concept sketching and ideation through field sketches, redlines, and shop drawings. Working knowledge of construction materials, hardware, hand tools, and woodshop, plus rockwork carving and themed paint trained through Walt Disney Imagineering's Themed Finishes Summit. Fluent in Photoshop and Illustrator, Rhino3D and Maya, Microsoft Excel and Word. Valid driver's license; Disney certified for lifts, aerial work platforms, and fall protection.

SKILLS

Props and set decoration: Prop and scenic fabrication, dressing and placement of props and decorations, set pieces and practical elements, puppeteering elements, storytelling with objects, historical and period research, mock-ups, set-ups and strikes, field installation of props
Technical theater: Theatrical show operations, live-show technical support, coordination with stage management and run crews, test and adjust, daily show quality checks, maintenance and repair on a live performance schedule
Materials, hardware, and tools: Construction materials and hardware, hand tools, woodshop (saws, router, joinery), foam core model building, scenic construction, rockwork carving, themed paint and airbrushing, laser cutting, rapid prototyping, 3D printing (FDM/SLA), LED wiring
Drawings and documentation: Reading architectural and construction drawing packages, hand drafting and drawing, freehand concept sketching, field sketches, redlines, shop drawings, orthographic drawing sheets, dimensioned elevations and plan views, detail callouts, parts lists, design paperwork, budget and schedule tracking
Software: Adobe Creative Suite (Photoshop, Illustrator, InDesign, Premiere, After Effects), Procreate, Microsoft Office (Excel, Word, PowerPoint), Keynote, Google Workspace, Rhino, Maya
Additional: Valid driver's license; experienced working nights, overnights, weekends, and holidays on live show and installation schedules; certified for lifts and aerial work platforms and fall protection (The Walt Disney Company); comfortable working at height and lifting 50+ lbs

PROFESSIONAL AND PROJECT EXPERIENCE

Walt Disney World Resort | Entertainment Stage Technician

2026–Present

- Maintain, repair, and fabricate scenic, puppeteering, and practical set elements, keeping props and set pieces performance-ready.
- Perform daily show quality checks on set pieces, effects, and audio systems, testing and adjusting each to standard before shows.
- Operate special effects, lighting, automation, and audio/video systems and run timed show cues at Disney's Hollywood Studios.

Walt Disney Imagineering | Themed Finishes Summit | Selected Participant

2026

- Selected by application for a two-week program in themed carving under Zsolt Hormay and themed painting under Coleen Meyers.
- Carved and painted to established show standards, replicating rockwork walls and sandstone finishes from existing park schemes.
- Contributed to a snow test panel developed for Disneyland Paris World of Frozen alongside WDI artists Marco Sesma and Martin Urbina.

Orlando Shakespeare Theater | Prop and Scenic Fabrication and Installation | Hound of the Baskervilles

2025

- Fabricated show-ready props and scenic assets for professional theatre production, resolving material and finish requirements.
- Led on-site installation and placement, coordinating with stage management and the run crew to adapt to real-world constraints and meet functional requirements under live-show conditions.
- Modeled, prototyped, and 3D printed prop and scenic components, translating digital files into buildable outputs.

United in Creativity | Technical Director | Dr. Phillips Center for the Performing Arts

Fall 2025

- Directed structural and production integrity from concept through fabrication and install, aligning six design teams around shared standards so every section read as one unified 30-foot installation.
- Modeled all display components in 3D, selected materials and hardware, and fabricated the structures in the CASTO shop.

UCF MFA, Themed Experience | Concept, Effects, and Prototype Projects

2024–2025

- Ridin' the Rails: pitched a multi-era simulator and edutainment venue; specified a steam blowoff fog effect cued to door opening with period-accurate soundscapes and material, hardware, and prop callouts.
- Deep Current Outpost: co-creative director; designed digital-media ocean windows and a bioluminescent ride vehicle lure, using objects and dressing to carry story beats.

EDUCATION AND PROFESSIONAL DEVELOPMENT

MFA, Themed Experience | University of Central Florida

2023–2027

BFA, Emerging Media - Graphic Design | University of Central Florida

2019–2023

BA, Global Business & Digital Art | University of Waterloo (transferred to UCF)

2016–2018

VOLUNTEERING, INVOLVEMENT, AND RECOGNITION

- UCF Talking Story | Organizer and Designer - Produced guest-facing graphics, signage, and the event presentation deck.
- Themed Entertainment Association (TEA) | Member - 2025 Mentorship Program mentee under John Paul Geurts.
- Society for Experiential Graphic Design (SEGD) | Member.
- Casto Creative | Materials Matter: Architectural Finishes in Practice, Orlando - attended on granted scholarship.