

ALEX NADEAU

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SUMMARY

Entertainment Stage Technician at Disney's Hollywood Studios and MFA Themed Experience candidate, focused on using theme park special effects to tell richer, more believable stories. Moves effects from blue-sky concept through mockup, prototyping, production, field installation, test and adjust, and turnover. Hands-on across projection mapping and projection systems, digital-media windows, themed and bioluminescent lighting, fog and practical effects, pyrotechnics, animatronics, and interactive show-control systems, with working knowledge of the optics, mechanics, and materials processes behind them. 10+ years of rapid prototyping and 3D printing (FDM/SLA) with LED wiring, soldering, and servo-driven animatronics. Strong in Rhino and Maya, familiar with SolidWorks. Theatrical background; certified in pyrotechnics and certified for lifts and aerial work platforms and fall protection (The Walt Disney Company). Available for domestic and international assignments.

SKILLS

Special effects: Pyrotechnics (certified), fog and practical effects, projection mapping and projection systems, themed and bioluminescent lighting, digital-media windows, animatronics, interactive and show-control systems, optics, mechanics, and materials processes

Mockup, production, and installation: Feasibility mockups, laser cutting, rapid prototyping, 3D printing (FDM/SLA), model making, scenic construction, rockwork carving, themed paint and airbrushing, servo mechanisms, LED wiring and soldering, electroluminescent wire, field installation, test and adjust, maintenance and turnover support, certified for lifts and aerial work platforms and fall protection

3D modeling and CAD: Rhino3D (surface modeling), Maya (modeling, scene setup), familiarity with SolidWorks, Autodesk Fusion, and Revit

Documentation and planning: FX scope development from concept through close-out, mockup and design documentation, scope packages, deliverables and milestone tracking, coordination logs, orthographic drawing sheets and dimensioned construction documents, hand drafting and drawing, freehand concept sketching and ideation, field sketches, redlines, shop drawings

Software: Adobe Creative Suite (Illustrator, Photoshop, InDesign, Premiere, After Effects), Procreate, Microsoft Office, Keynote

PROFESSIONAL AND PROJECT EXPERIENCE

Walt Disney World Resort | Entertainment Stage Technician

2026–Present

- Test and operate special effects, lighting, automation, and audio/video systems and run timed show cues in live theatrical performances at Disney's Hollywood Studios.
- Perform daily show quality checks on special effects and audio systems, testing and adjusting elements to standard before performances.
- Maintain, repair, and fabricate scenic and puppeteering elements and practical effects, keeping set pieces and mechanisms performance-ready under a live show schedule.
- Troubleshoot and repair high-end entertainment equipment; pyrotechnics certified, with hands-on ability to maintain special effect systems.

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.

Deep Current Outpost | Co-Creative Director | UCF MFA

Spring 2025

- Designed digital-media ocean windows and a bioluminescent ride vehicle that shifts color per scene, in lockstep design teams.
- Specified bioluminescent wire in costume designs and 3D printed ride vehicle components to test fit, readability, and fabrication constraints.

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 personally fabricated display structures in the CASTO fabrication space.

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

2024–2025

- The Forgotten Reef: took a concept from blue sky to a proof-of-concept animatronic mockup with servo-driven jaw movement in one week.
- 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.
- Coral Quest: reef conservation experience with a projection-mapping effect on a physical model and a barrier-lift reveal.

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.