

ALEX NADEAU

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SUMMARY

Graphic designer and fabricator with a BFA in Emerging Media - Graphic Design and an MFA in Themed Experience in progress, currently an Entertainment Stage Technician at Disney's Hollywood Studios. Applies drafting principles and construction documentation to themed environmental graphics and specialty items, producing dimensioned drawing sheets in third-angle projection alongside the fabrication that follows them. Draws by hand, from freehand concept sketching through field sketches, redlines, and shop drawings. Hands-on with foam core assembly, soldering, basic electronics, LED wiring, and woodshop work, plus 10+ years of rapid prototyping and 3D printing (FDM/SLA). Fluent in Adobe Creative Suite (Illustrator, Photoshop, InDesign) and Microsoft Office, with Rhino and Maya for 3D. Experienced in overnight and live-show installation schedules. Valid driver's license.

SKILLS

Graphic design and production: Adobe Creative Suite (Illustrator, Photoshop, InDesign, Premiere, After Effects), Procreate, digital illustration, layout and typesetting, Microsoft Office Suite, Keynote, Google Workspace

Drafting and documentation: Drafting principles applied to construction documentation, hand drafting and drawing, freehand concept sketching and ideation, field sketches, redlines, shop drawings, orthographic drawing sheets, third-angle projection, dimensioned elevations and plan views, detail callouts, parts lists, general notes and title blocks, drawing review, scope packages, milestones, coordination logs

Fabrication: Foam core assembly, soldering, basic electronics and LED wiring, woodshop (saws, router, joinery), laser cutting, rapid prototyping, 3D printing (FDM/SLA), model making, scenic construction, rockwork carving, themed paint and airbrushing, field installation

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

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)

PROFESSIONAL AND PROJECT EXPERIENCE

Walt Disney World Resort | Entertainment Stage Technician

2026–Present

- Maintain, repair, and fabricate scenic, puppeteering, and practical show elements, keeping set pieces and mechanisms performance-ready under a live show schedule.
- Perform daily show quality checks on show elements, effects, and audio systems, adjusting each to standard before shows.
- Test and operate special effects, lighting, automation, and audio/video systems and run timed show cues during live theatrical performances 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.

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 structural 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.
- Reviewed incoming designs against fabrication reality, troubleshooting alongside fabricators and translating constraints into buildable terms.

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

2025

- Modeled, prototyped, and 3D printed show-ready scenic and prop assets, translating digital files into buildable outputs with material and finish requirements resolved.
- Led on-site installation and placement with stage management and the run crew under live-show conditions.

Deep Current Outpost | Co-Creative Director | UCF MFA

Spring 2025

- Designed digital-media ocean windows and a bioluminescent ride vehicle lure that shifts color per scene, integrating graphic and lighting content with narrative pacing across the land.
- Specified bioluminescent wire in costume designs and 3D printed ride vehicle components to test fit, readability, and fabrication constraints.

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.
- 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.