

ALEX NADEAU

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Portfolio: <https://www.alexandernadeau.com/graphic-design-internal-portfolio> | [linkedin.com/in/alexanderwnadeau](https://www.linkedin.com/in/alexanderwnadeau)

SUMMARY

Graphic designer 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. Designs signage, show graphics, and designs presentations to tell the projects story, carrying them through design development, technical documentation, and installation. Builds presentation decks in Keynote and PowerPoint, produces design documentation in the form of illustration, photography, scaled images, graphics, and research. Fluent in Photoshop, Illustrator, and InDesign, with Premiere and After Effects for video within presentations, Microsoft Office Suite, and Rhino and Maya for 3D. SEGD member. Valid driver's license; Disney certified for lifts, aerial work platforms, and fall protection.

SKILLS

Graphic design and illustration: Signage and show graphics, environmental graphic design, wayfinding and interpretive graphics, layout and typesetting, digital illustration, photography, themed paint and airbrushing

Information design and presentations: Information design presentations and decks in Keynote and PowerPoint, project and program diagrams, scope packages, milestone tracking, research summaries, video editing within presentations using Premiere and After Effects

Signage and technical documentation: Signage design information and documentation, environmental graphics construction documentation, drafting principles, scaled images, orthographic drawing sheets, dimensioned elevations and plan views, detail callouts, parts lists, hand drafting, concept sketching, field sketches, redlines, shop drawings

Research: Historical content, artwork, imagery, and architectural reference; period and material research; sign construction techniques; architecture, interior design, and landscape design

3D and fabrication: Rhino (surface modeling), Maya (modeling, scene setup), working familiarity with Revit; foam core mockups, model making, laser cutting, 3D printing (FDM/SLA), woodshop, scenic construction, field installation

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

Additional: Valid driver's license; SEGD member; Disney certified for lifts, aerial work platforms, and fall protection

PROFESSIONAL AND PROJECT EXPERIENCE

Walt Disney World Resort | Entertainment Stage Technician

2026–Present

- Maintain, repair, and fabricate scenic and practical show elements and run daily show quality checks.
- Operate show lighting, effects, automation, and audio/video systems and run timed show cues at Disney's Hollywood Studios.
- Troubleshoot and repair high-end entertainment equipment inside an operating theme park.

Walt Disney Imagineering | Themed Finishes Summit | Selected Participant

May 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.

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

Fall 2025

- Aligned six design teams around shared standards so a 30-foot installation read as one piece.
- Reviewed incoming designs against fabrication reality and translated constraints into terms each team could design against.
- Modeled all display components in 3D, selected materials, and personally fabricated the display structures in the CASTO fabrication space.

Deep Current Outpost | Co-Creative Director | UCF MFA

Spring 2025

- Co-creative director of a 10-person team, produced the executive-level presentation decks that told the project's story and carried it through design development reviews with faculty and industry panels, working in lockstep with the team's design and show writing teams.
- Designed signage, restaurant graphics, and costume graphics for the original underwater park, holding one visual language across every guest's point of view.
- Designed digital-media ocean windows and a bioluminescent ride vehicle lure, and built 3D models and mockups to prove out how each element would be executed.

UCF Talking Story | Organizer and Designer

Fall 2025

- Produced guest-facing graphics, event signage, and the full presentation deck for a themed entertainment speaker event.

UCF MFA, Themed Experience | Signage, Graphics, and Concept Projects

2024–2025

- *Ridin' the Rails:* developed authentic signage and interpretive graphics inside a restored roundhouse, researching period detail so every graphic read as genuine to its era.
- *Coral Quest:* designed the show elements and wrote the full show script for a reef conservation experience.
- *Moonshiners: Hot Rod Hideaway:* authored a pitch-to-production scope and RFP package with milestones and coordination logs.

EDUCATION

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

- Society for Experiential Graphic Design (SEGD) | Member.
- Themed Entertainment Association (TEA) | Member - 2025 Mentorship Program mentee under John Paul Geurts.
- Casto Creative | Materials Matter: Architectural Finishes in Practice, Orlando - attended on granted scholarship.