



# ALEXANDER NADEAU

*Hi! I'm Alex!*

I was born in Waterloo, Canada, where my passion for design and the arts began. Traveling the world throughout my life has given me valuable insight into how people from different cultures consume the content we create as designers. I began my studies at the University of Waterloo in the Global Business and Digital Arts program, gaining a strong foundation in business management, entrepreneurship, and international business. I later completed my BFA in Emerging Media-Graphic Design at the University of Central Florida, where I am now pursuing an MFA in Themed Experience, focusing on worldbuilding, creative production, and visual storytelling.

Throughout my career, I've worked both independently and in teams to design experiences, products, and applications that blend creativity and innovation. These collaborations have allowed me to push the limits of what's possible in the intersection of art, design, and technology, while continuing to grow my passion for immersive storytelling and experience design.



## Education:

### **MFA Candidate - Themed Experience**

University of Central Florida

Fall 2023 - Present, Expected Graduation - Spring 2027

### **BFA Emerging Media - Graphic Design**

University of Central Florida

Graduated - Spring 2023 - Dean's List

### **BFA Global Business & Digital Art**

University of Waterloo - Canada

Transferred to UCF - Fall 2020

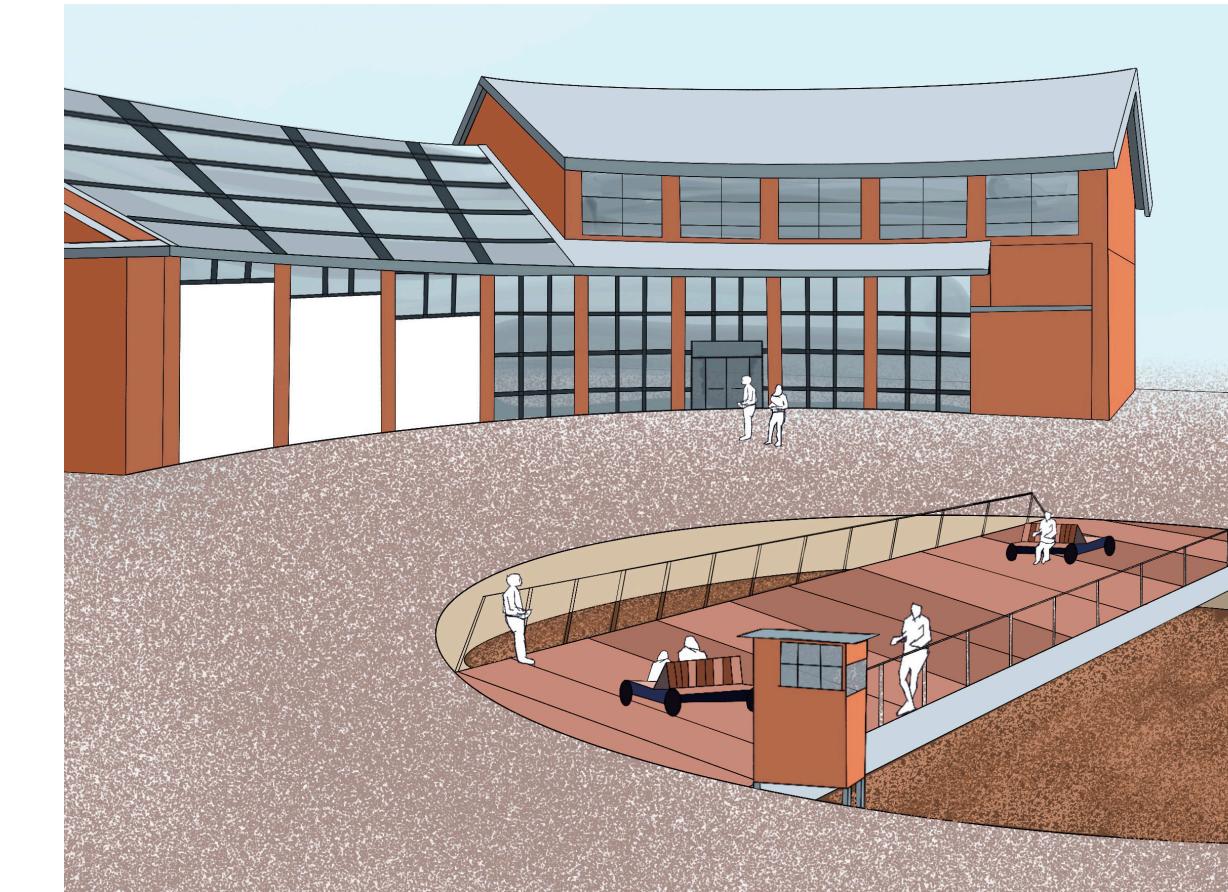
# **3D Modeling.**

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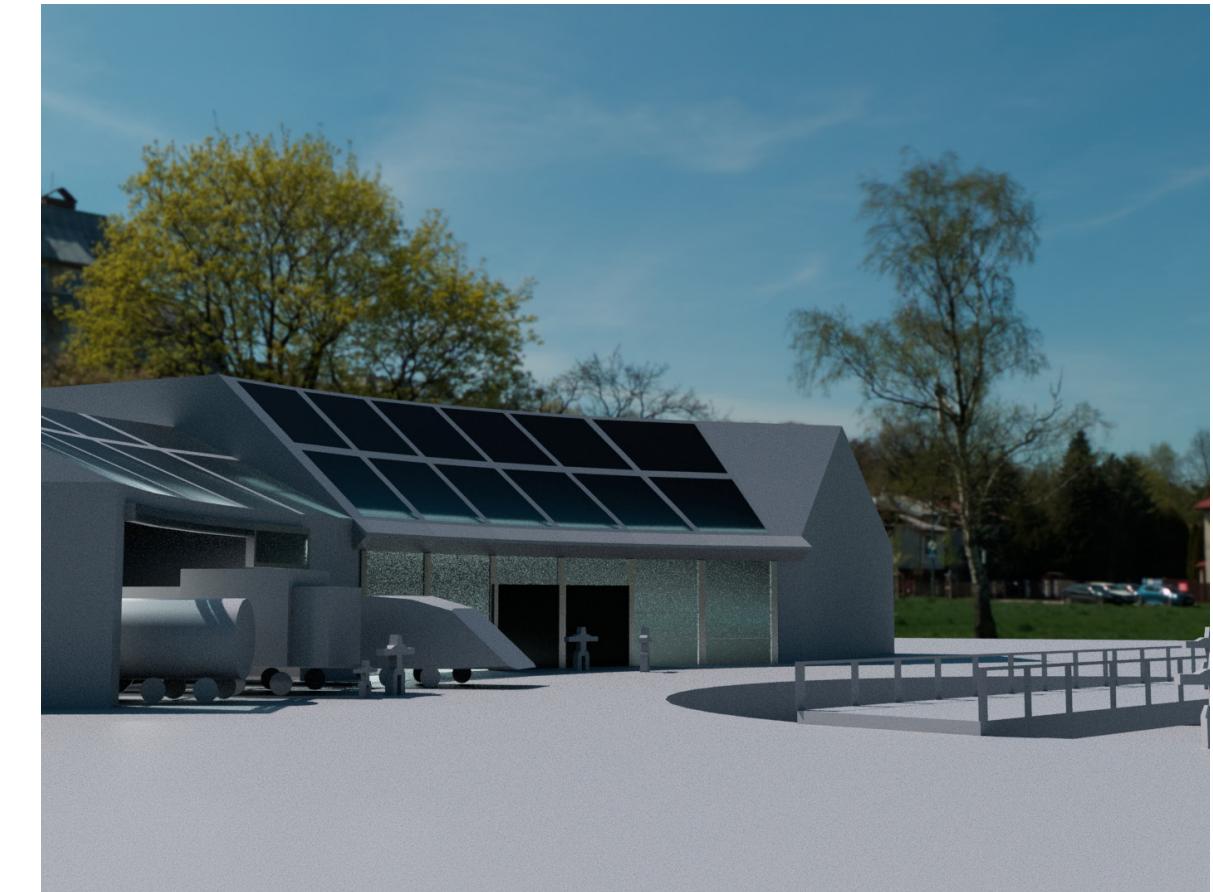
# Standalone Attraction - Roundhouse Park / Ridin' The Rails

## Show Writing - 3D Modeling - Graphic Design

Roundhouse Park is a restored historic site and public space where guests can explore the evolution of rail travel. Visitors can tour the preserved roundhouse, learn about railroad history. Inside the Roundhouse, *Ridin' The Rails* is a ticketed, interactive train simulator attraction showcasing all 3 eras of rail travel. Blending education and entertainment as a tribute to the power, innovation, and adventure of railroading, the experience immerses guests in the sights, sounds, and feel of rail travel.



ROUNDHOUSE PARK - ORIGINAL SKETCH - ELEVATION



ROUNDHOUSE PARK - EARLY CONCEPT BLOCKOUT



ROUNDHOUSE PARK - ROUNDHOUSE INTERIOR - POPULATED - MAYA



RIDIN' THE RAILS - TEAM COSTUMING CONCEPTS



ROUNDHOUSE PARK - ROUNDHOUSE EXTERIOR- POPULATED - MAYA



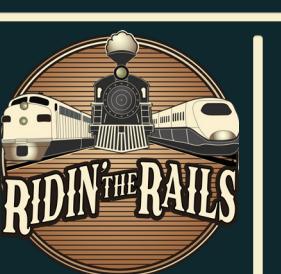
RIDIN' THE RAILS - BAR CAR EXPERIENCE CONCEPT SKETCH - PROCREATE

**RIDE THE RAILS  
AT ROUNDHOUSE PARK**



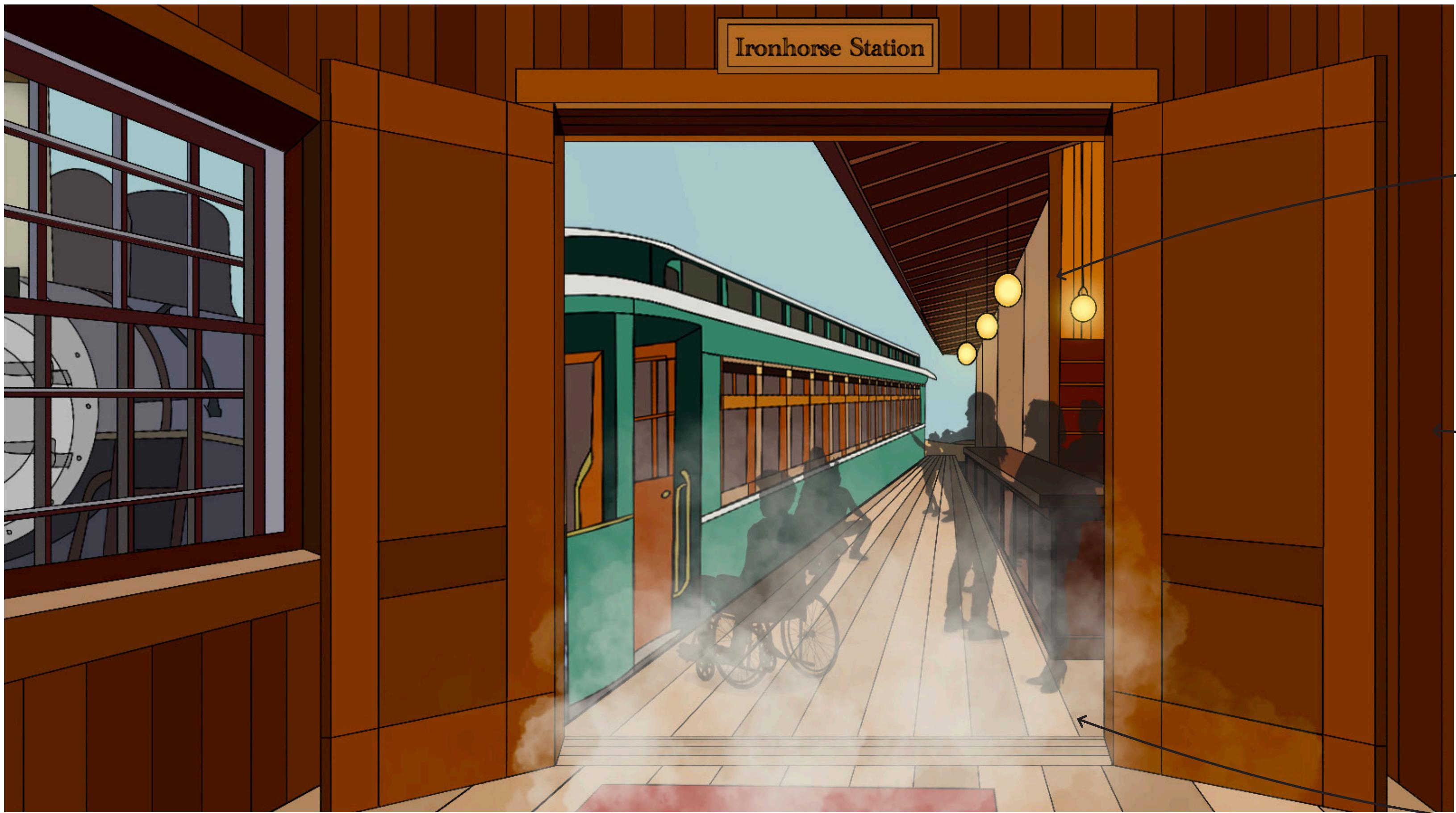
**- JOURNEY THROUGH ERAS! -  
RIDIN' THE RAILS**

**RIDE STEAM, DIESEL, AND HIGH SPEED RAIL**



**LOCATED AT  
ROUNDHOUSE PARK  
RIDE TODAY!**

RIDIN' THE RAILS - ADVERTISEMENT RACK CARD



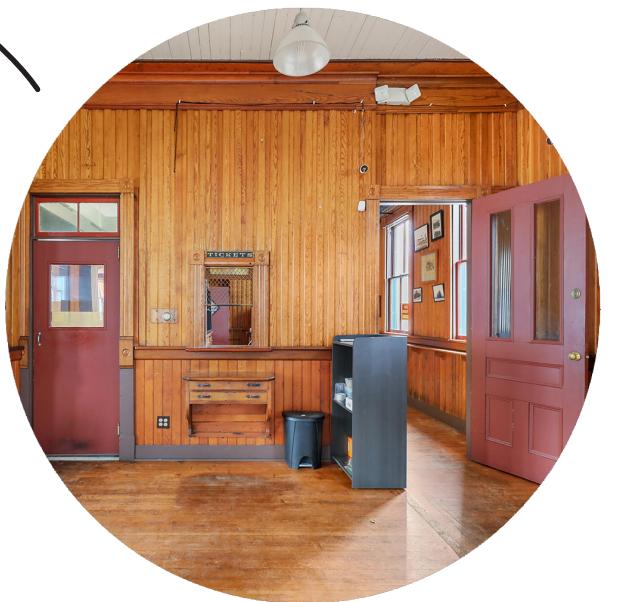
RIDIN' THE RAILS - CONCEPT SKETCH - ENTRANCE INTO STEAM EXPERIENCE



CAST BRONZE SPHERICAL LIGHT FIXTURES



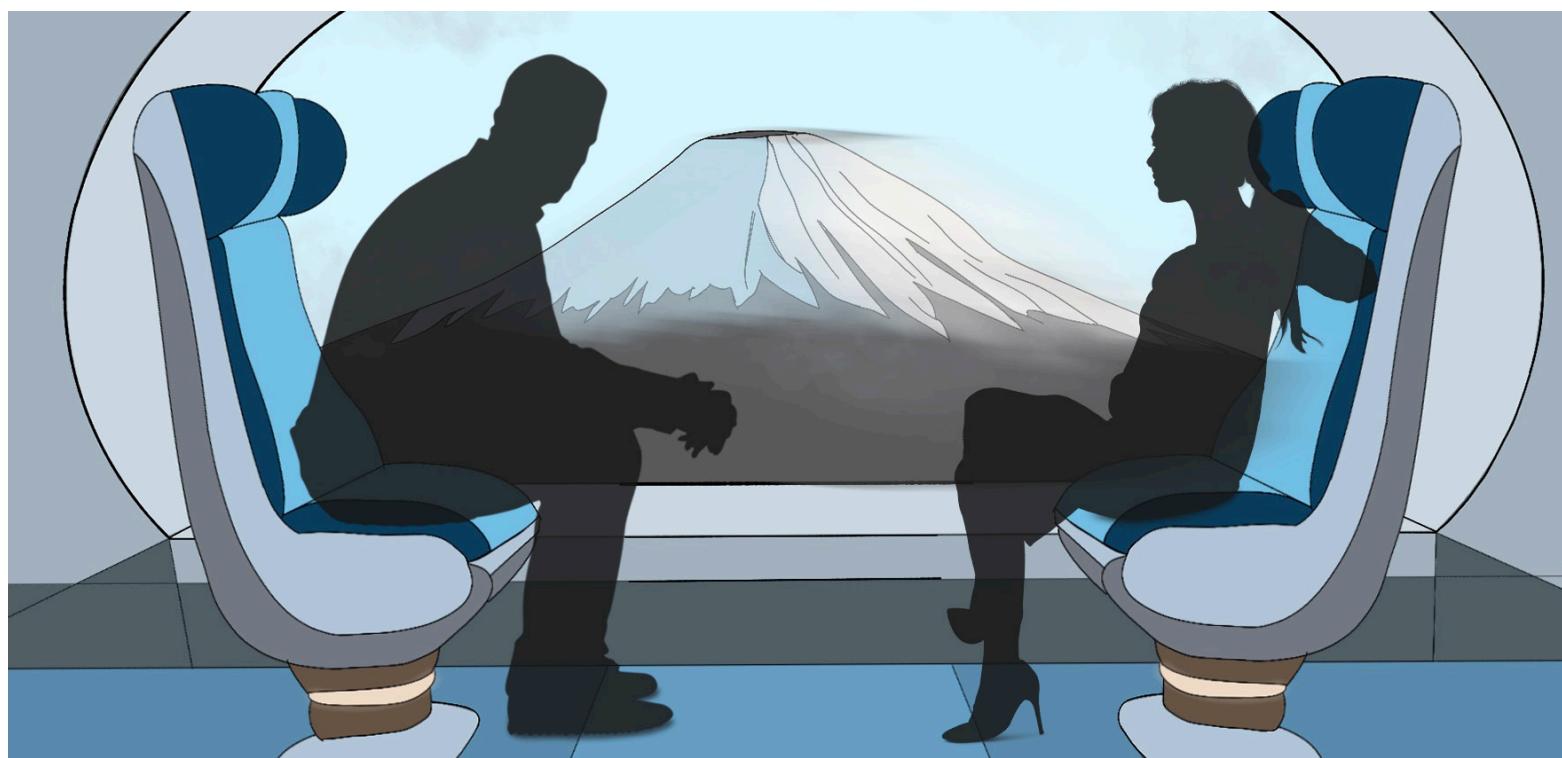
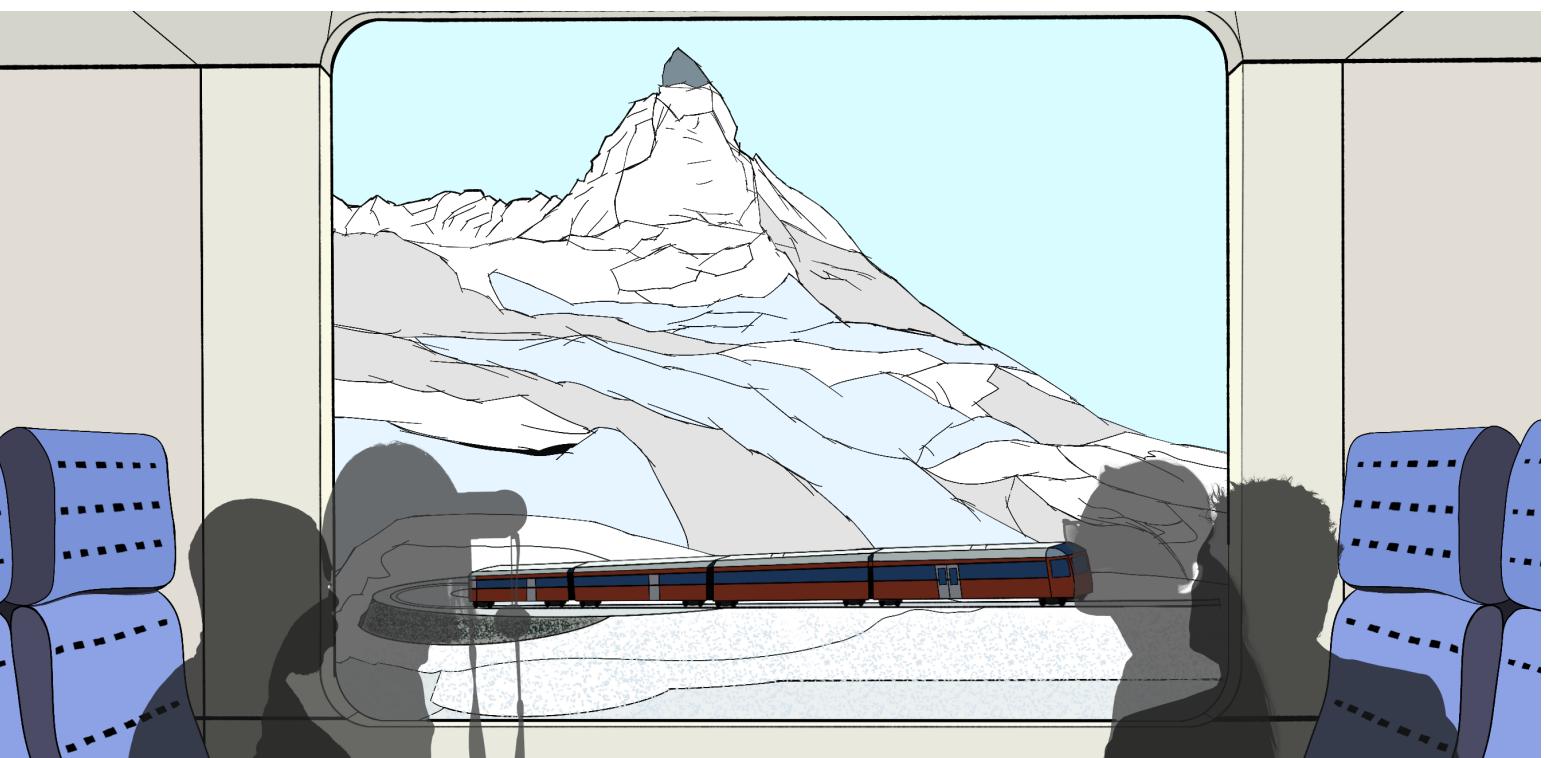
INSPIRATION: MONTPELIER TRAIN STATION



LARGE WOODEN DOORS / WOOD PANELED WALLS



STEAM BLOWOFF "FOG" ON DOOR OPENING CUE

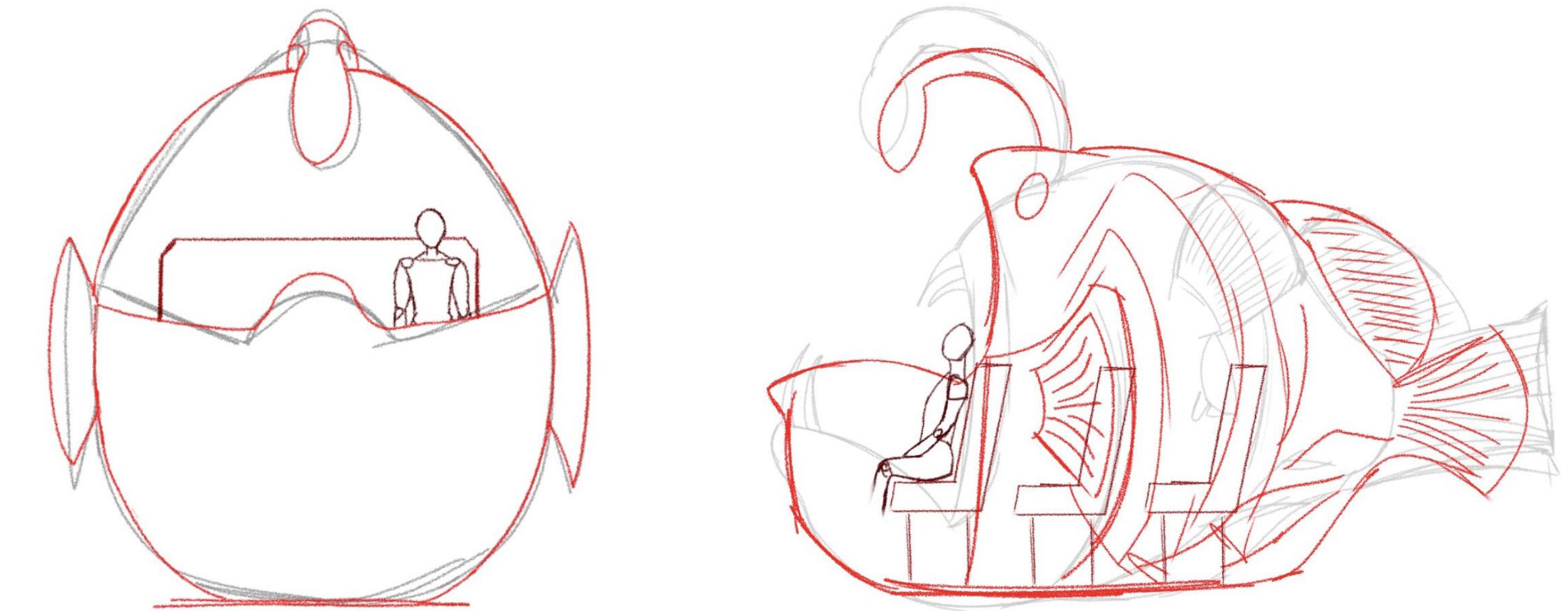


RIDIN' THE RAILS - CONCEPT SKETCHES - STEAM / DIESEL / HIGH SPEED EXPERIENCES

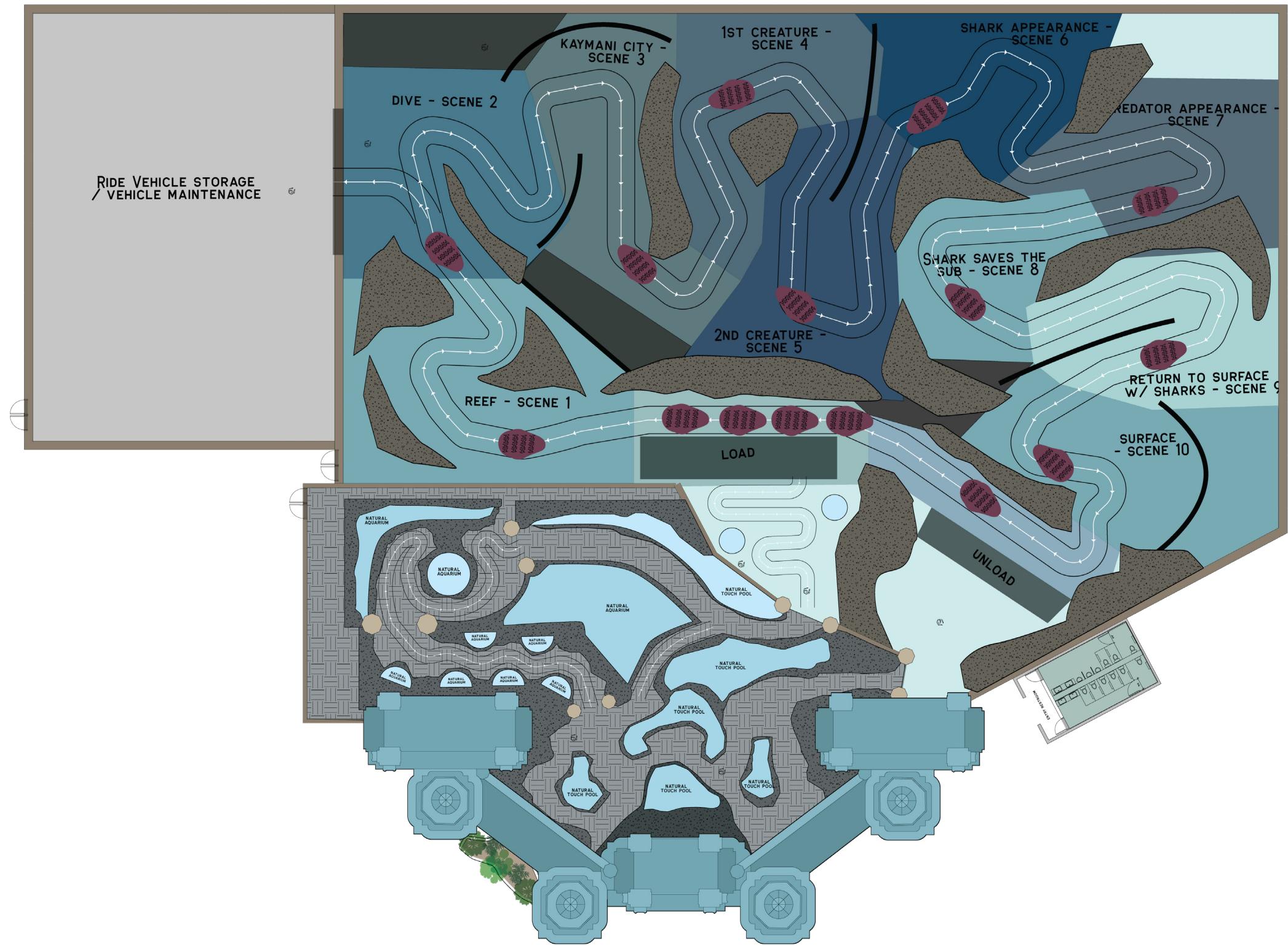
# Standalone Attraction - Roundhouse Park / Ridin' The Rails

## Creative Direction - 3D Modeling - Costume Design

Set in a vibrant underwater world, this immersive land invites guests to interact with fantastical sea creatures and learn from the ancient *Kaymani* civilization, protected by guardians like *Messte* the mighty eel and *Ahma* the anvil shark. As Co-Creative Director, I led narrative development, attraction design, and world-building across the E-ticket ride, retail, dining, and interactive elements, while also contributing 3D modeling for key spaces. Midway through production, I also took over costume design, creating functional, story-driven looks for roles like scientists, bartenders, and storytellers.



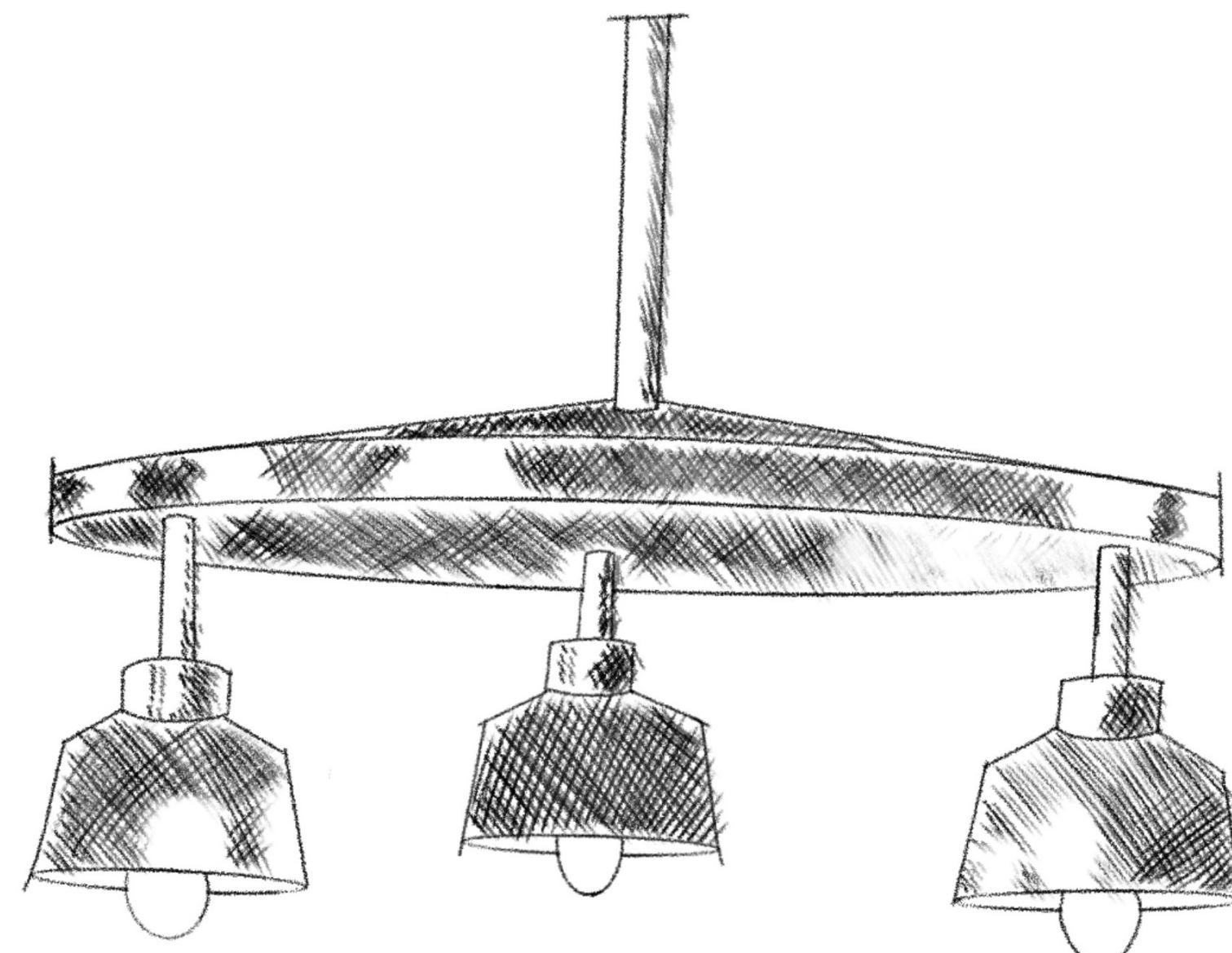
E-TICKET - RIDE VEHICLE CONCEPT SKETCHES



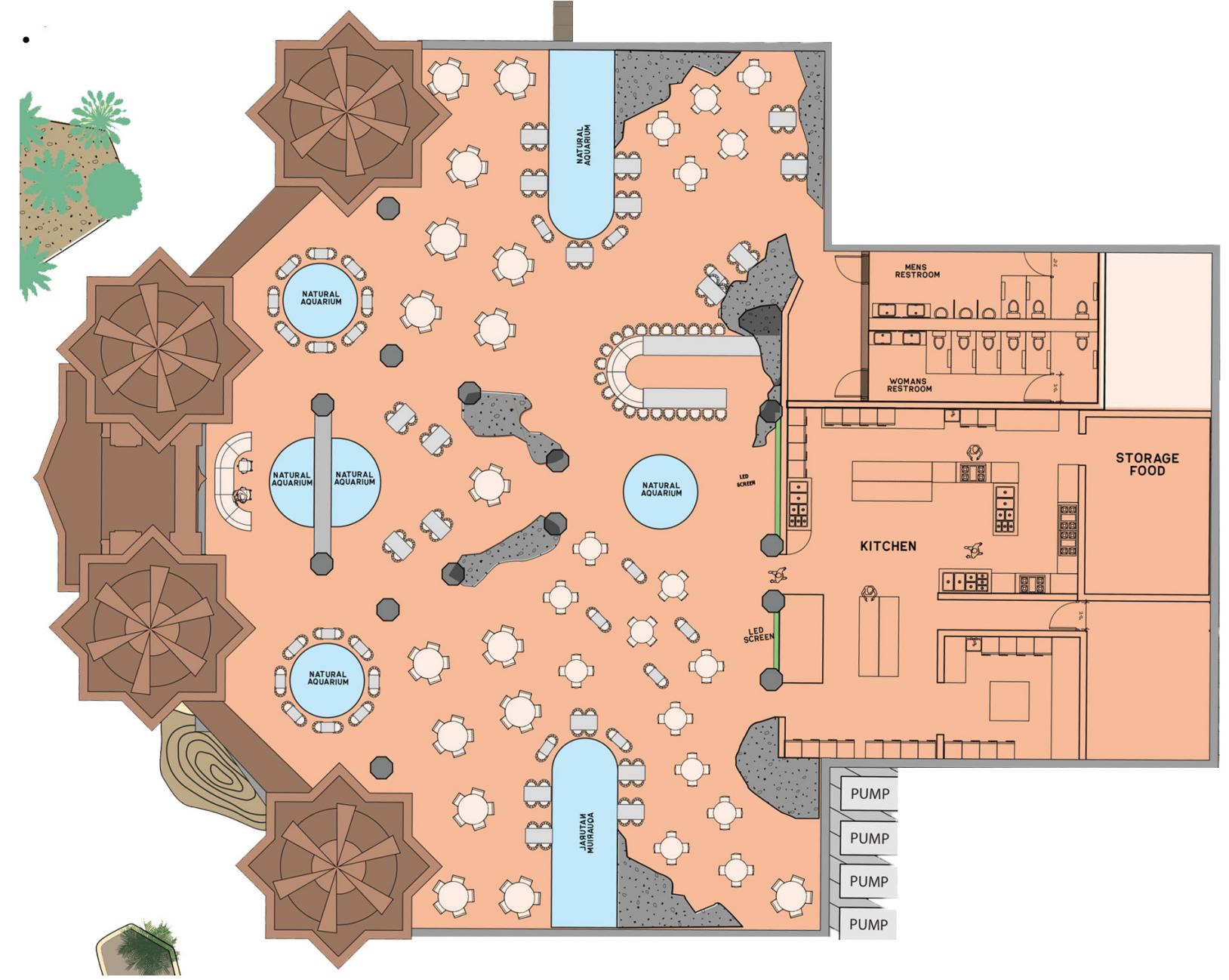
E-TICKET - RIDE PATH CONCEPT - ADOBE SUITE



E-TICKET - LOAD - MAYA - COLLABORATION W/ DALLAS KIRKLAND



RESTAURANT - LIGHTING FIXTURE CONCEPT SKETCH



RESTAURANT FLOORPLAN - ADOBE SUITE



FAÇADE RENDER - IN COLLABORATION W/ ANTHONY AGUILAR



RESTAURANT - HYDRONAUT HIDEAWAY - MAYA / ADOBE SUITE

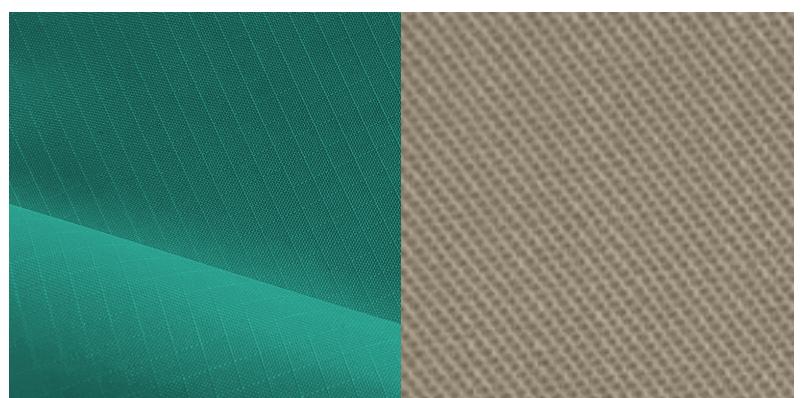
# E-TICKET - RIDE OPS - COSTUME CONCEPTS



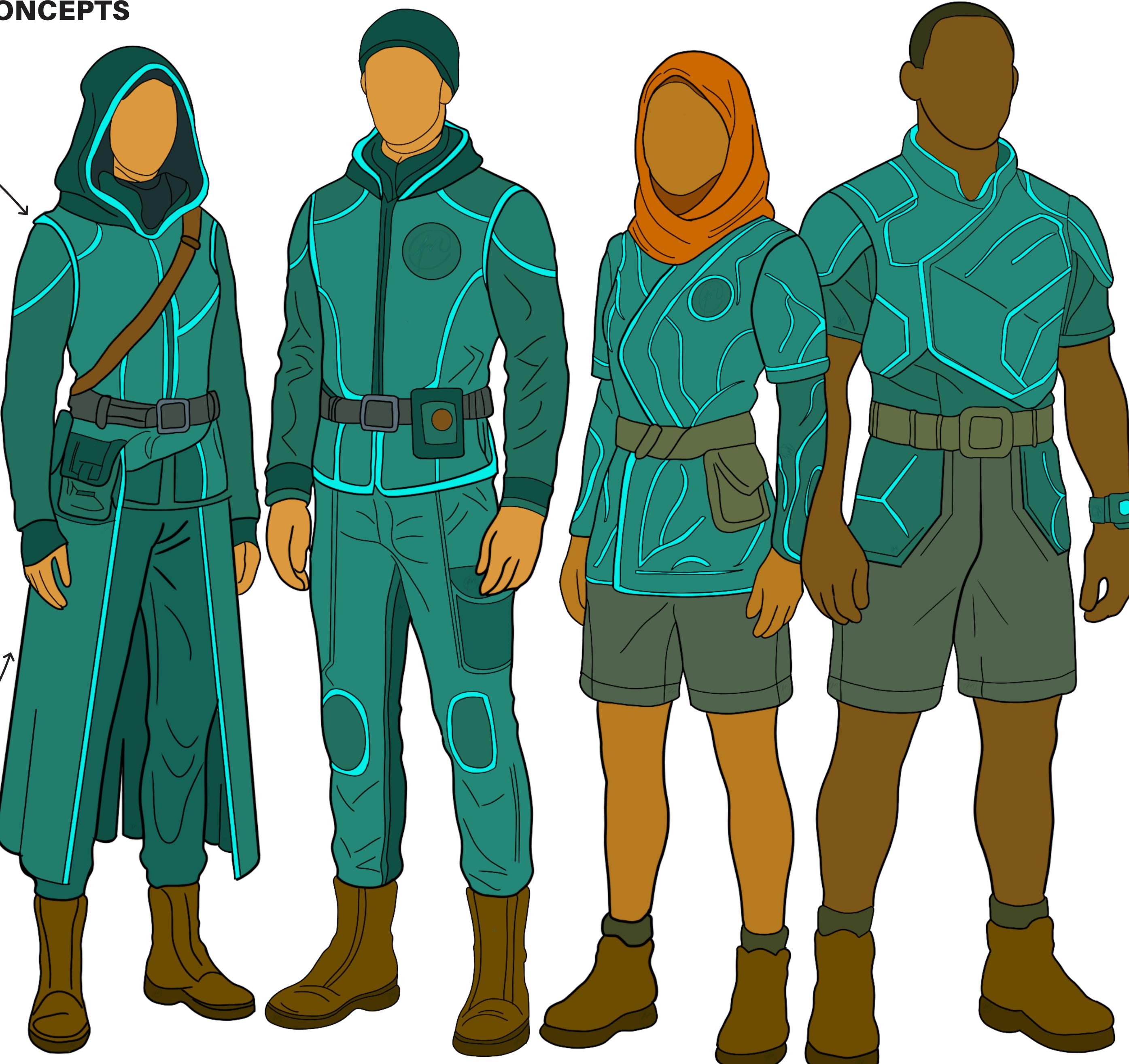
ELECTROLUMINESCENT WIRE -  
AQUA TEAL COLOUR



INSPIRATION:  
HOODED/SPLIT TRENCH COAT  
POLAR-LINED FLEECE (ADD HOOD)



MATERIALS:  
RIPSTOP NYLON AQUABLUE - TOPS / PANT  
OLIVE POLY-COTTON TWILL - SHORTS



OPTIONAL - EVA PADDED  
VEST - SCALED TEXTURE



DIGITAL WATCH



OPTIONAL - BELT W/ POUCHES  
LEATHER OR FABRIC

# PARK MECHANIC / RETAIL / SCIENTIST - COSTUME CONCEPTS



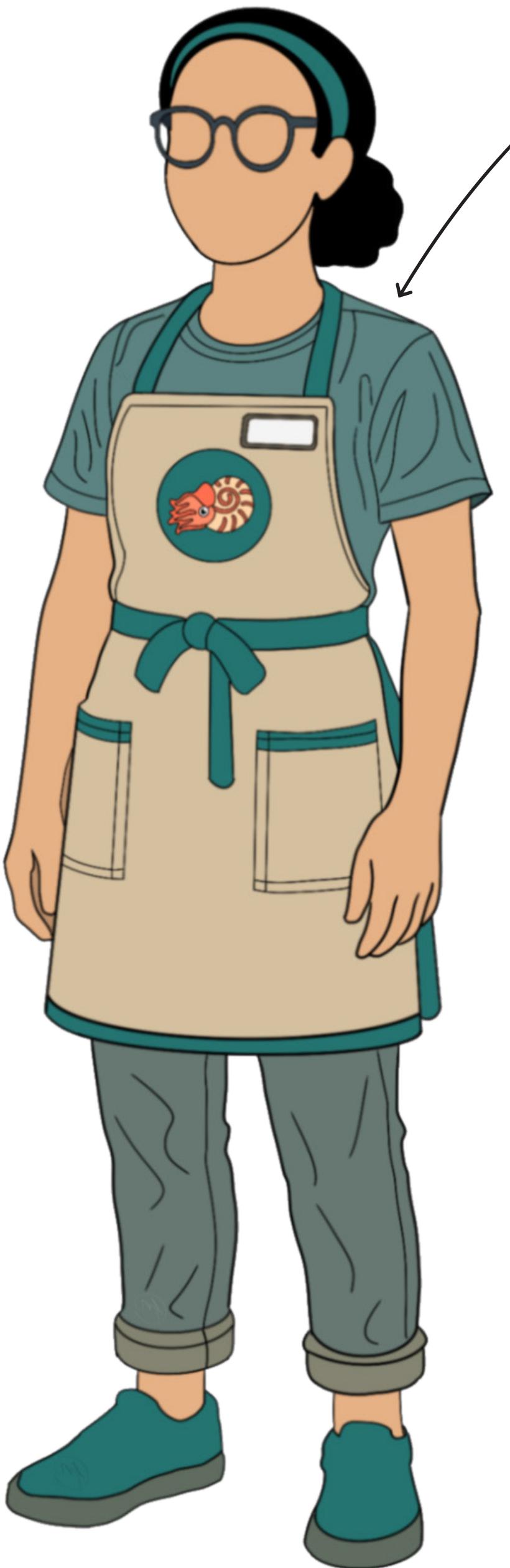
MOISTURE-ACTIVATED COOLING /  
PROTECTIVE BASEBALL HAT



EXTRA POCKETED & STRIPED  
REFLECTIVE GREEN OVERALLS



COLOR MATCHING SOLED  
STEEL-TOED WORK BOOTS



INSPIRATION:  
FAUX-LEATHER POCKETED APRON  
KHAKI LAB COATS W/ROLLED SLEEVE



COLOR-MATCHED  
FINGERLESS GLOVES



SECURE WATER  
BOTTLE HOLDER



# PARK INTERACTIVE CHARACTERS - COSTUME CONCEPTS



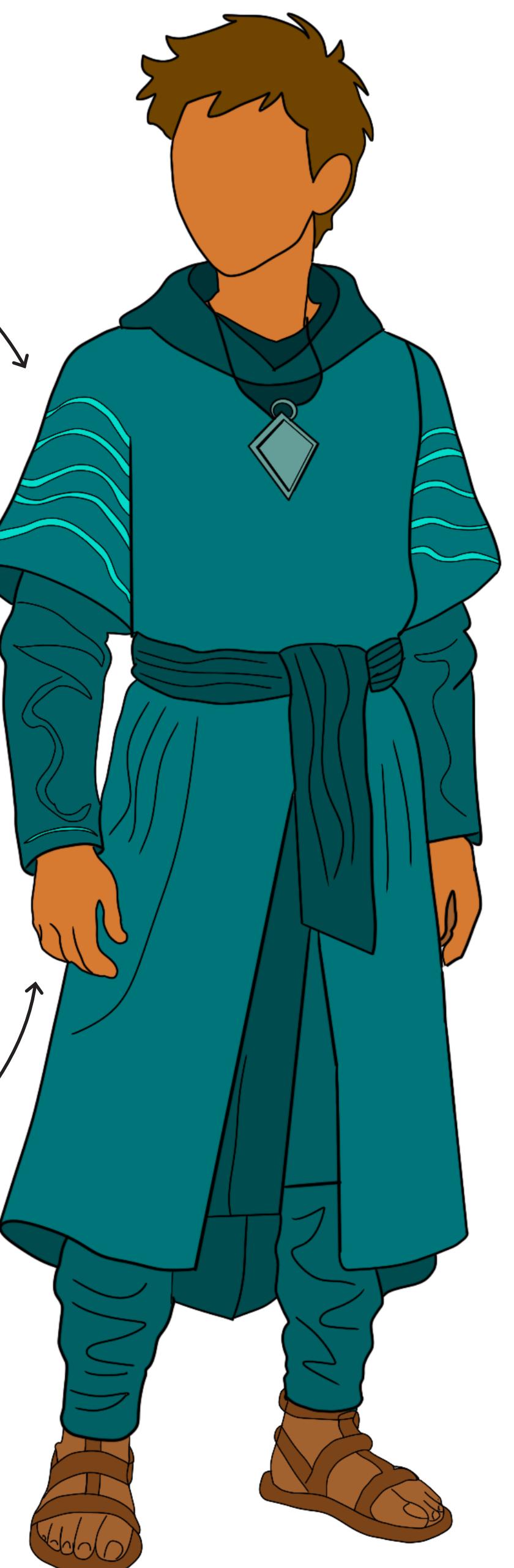
ELECTROLUMINESCENT WIRE -  
LIGHTS DURING INTERACTIONS



INSPIRATION:  
TRADITIONAL KAFTAN / AGBADA (ADD CLOAK HOOD)  
GREEK CHITON (ONE SHOULDER STRAP)



COLOR MATCHED GARMENT BELT



BELT W/ MULTIPLE STRAPS  
- POUCHES FOR TRINKETS



SEAGLASS FLOAT W/ ROPE NET -  
DIFFERENT COLORS / SIZES



FAUX LEATHER LEG WRAPS

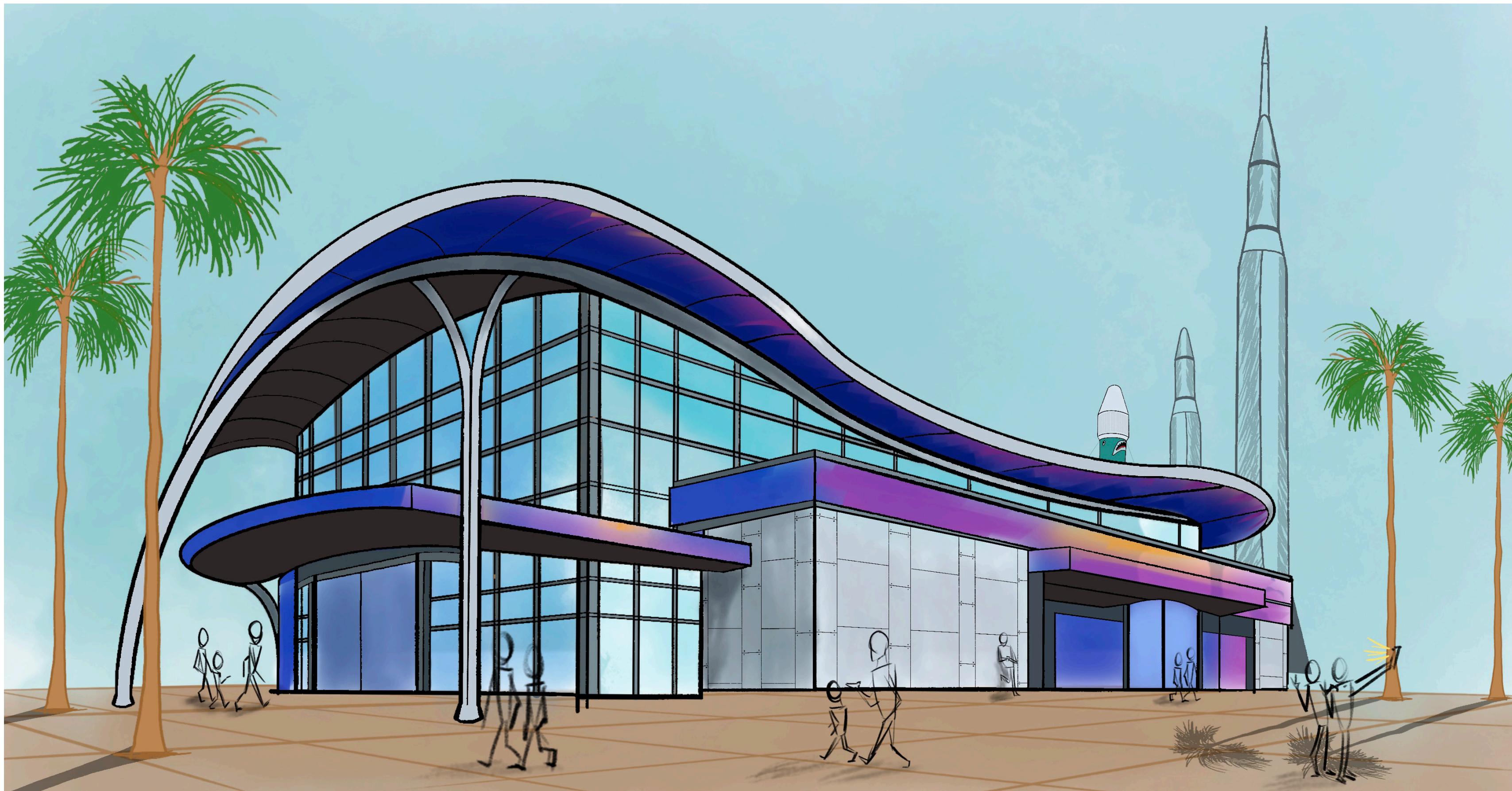


GLADIATOR SANDALS

# Standalone Attraction - NOAA EarthWatch Satellite Center

## Concept Development - 3D Modeling - Creative Directoion

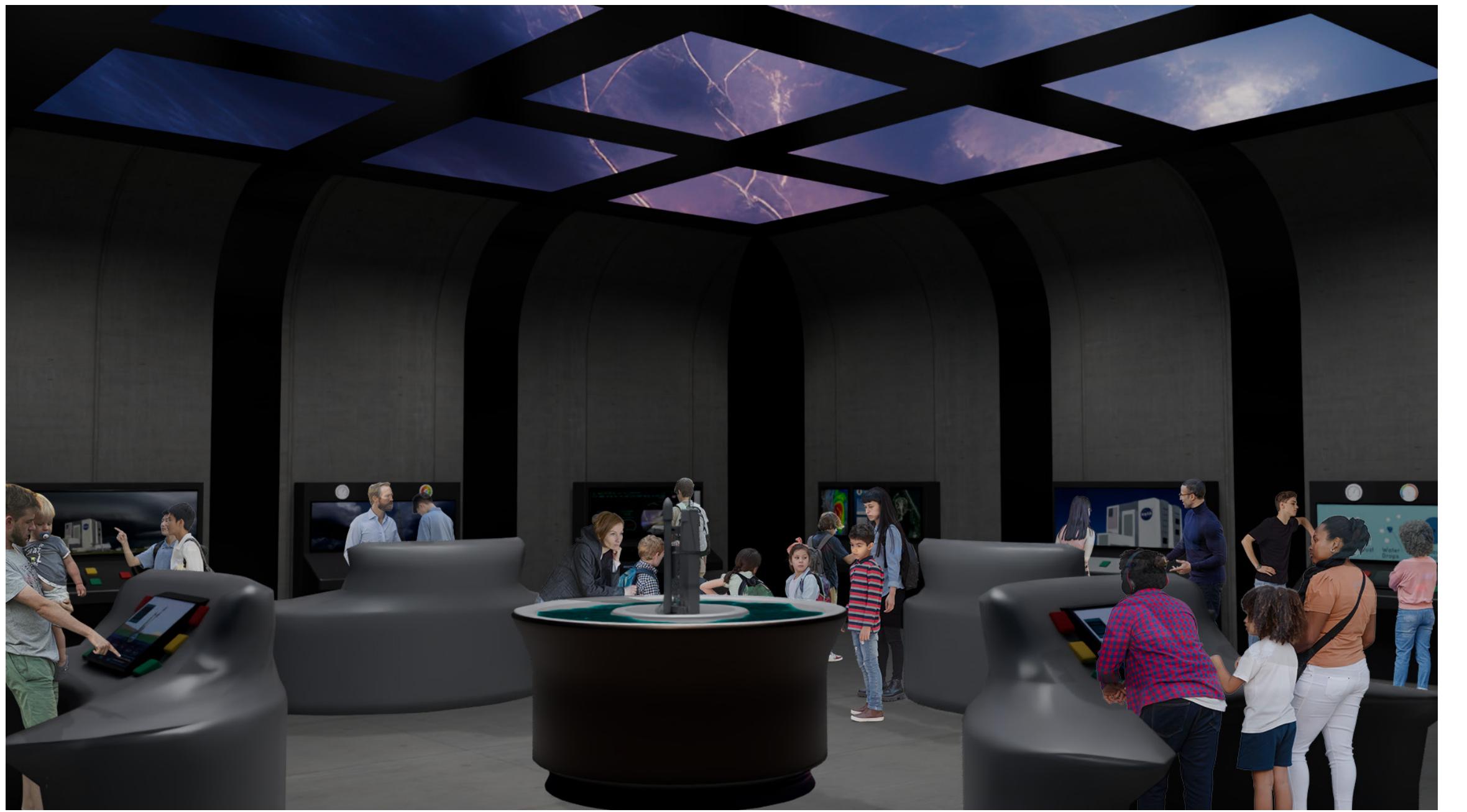
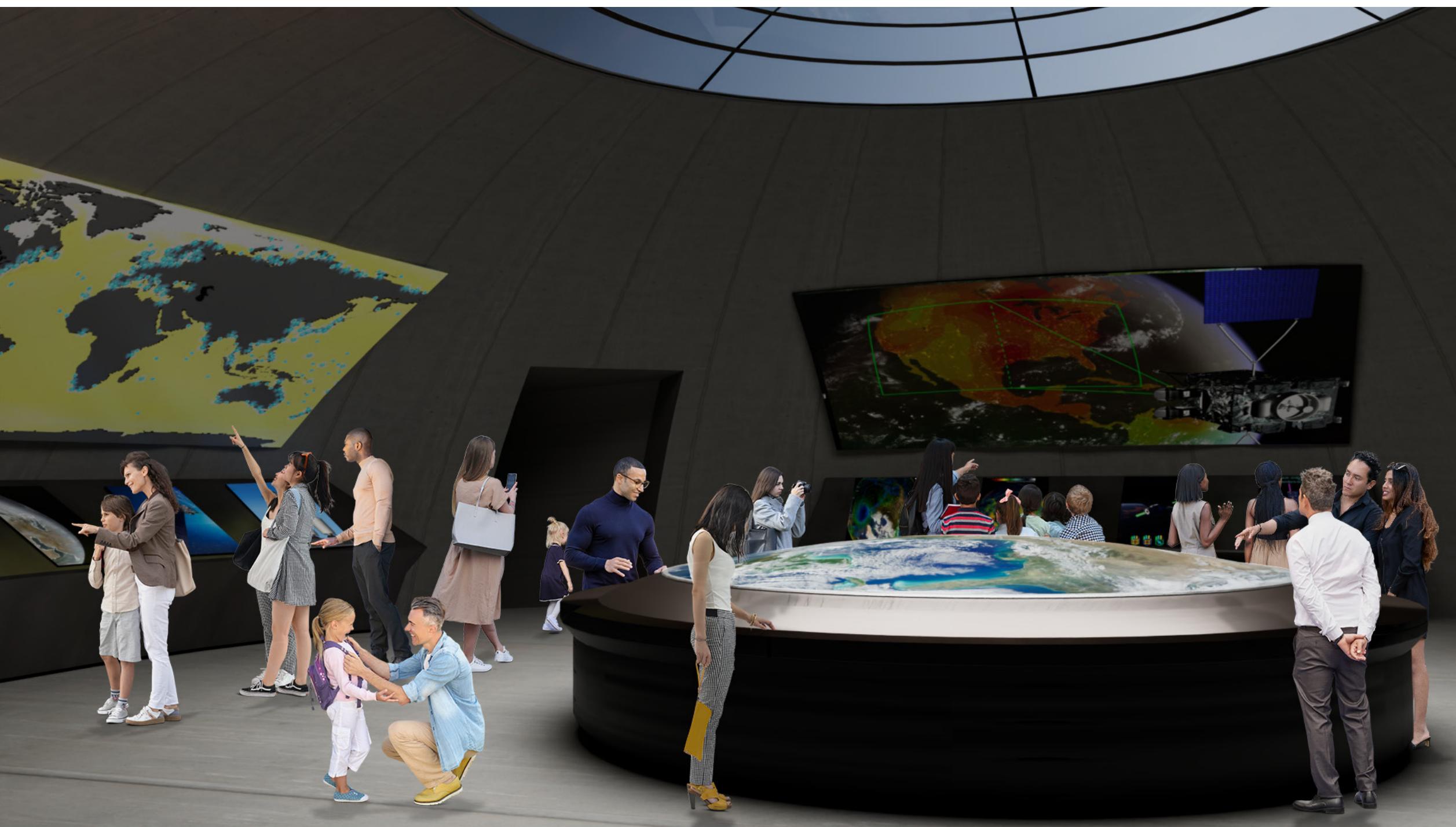
The NOAA Earthwatch Satellite Center was built to Celebrate 50+ years of NASA–NOAA collaboration. Guests explore how satellites observe weather and environmental change through interactive zones like the *Mission Weather: Launch Lab*, and *A Changing Earth: Timelines to Tomorrow*. Blending education and entertainment, the experience invites visitors to track current patterns, reflect on the past, and look *ahead at what's next for monitoring our changing planet*.



EARTHWATCH - EXTERIOR CONCEPT DRAWING



EARTHWATCH - INTERIOR CONCEPT SKETCHES

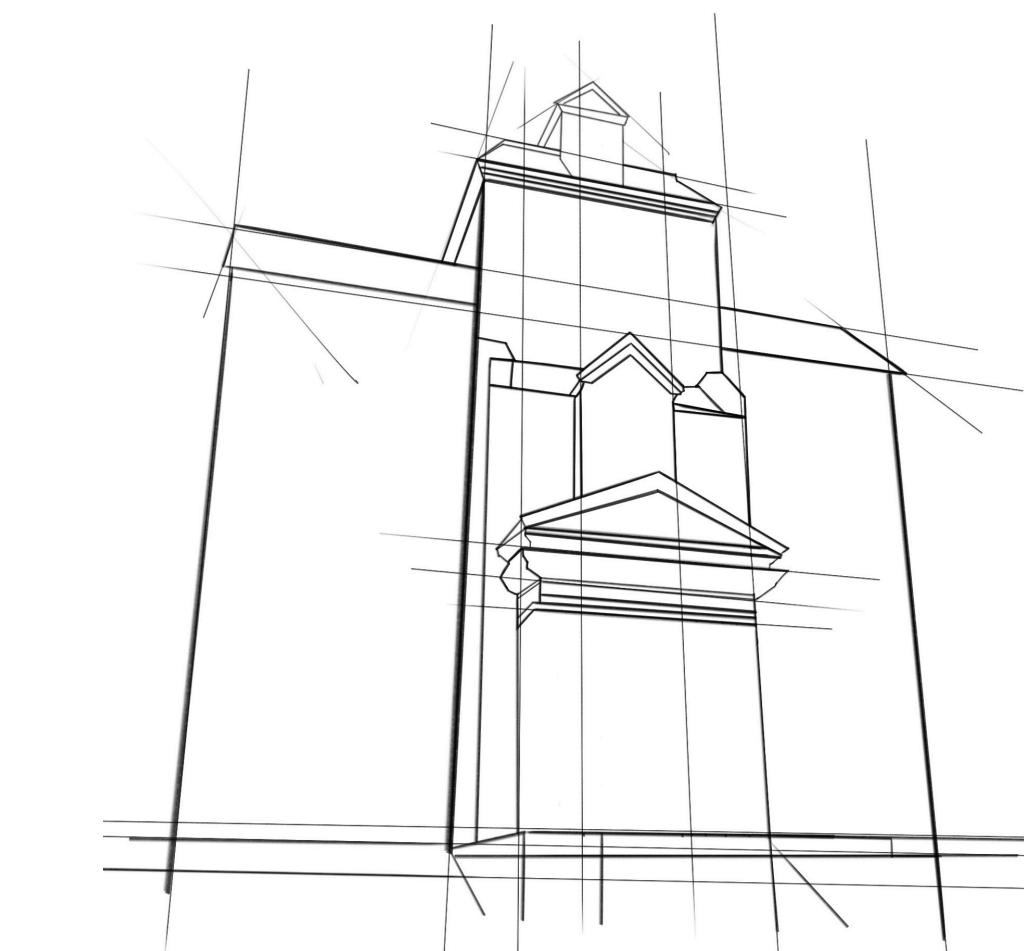


EARTHWATCH - INTERIOR SPACE RENDERINGS

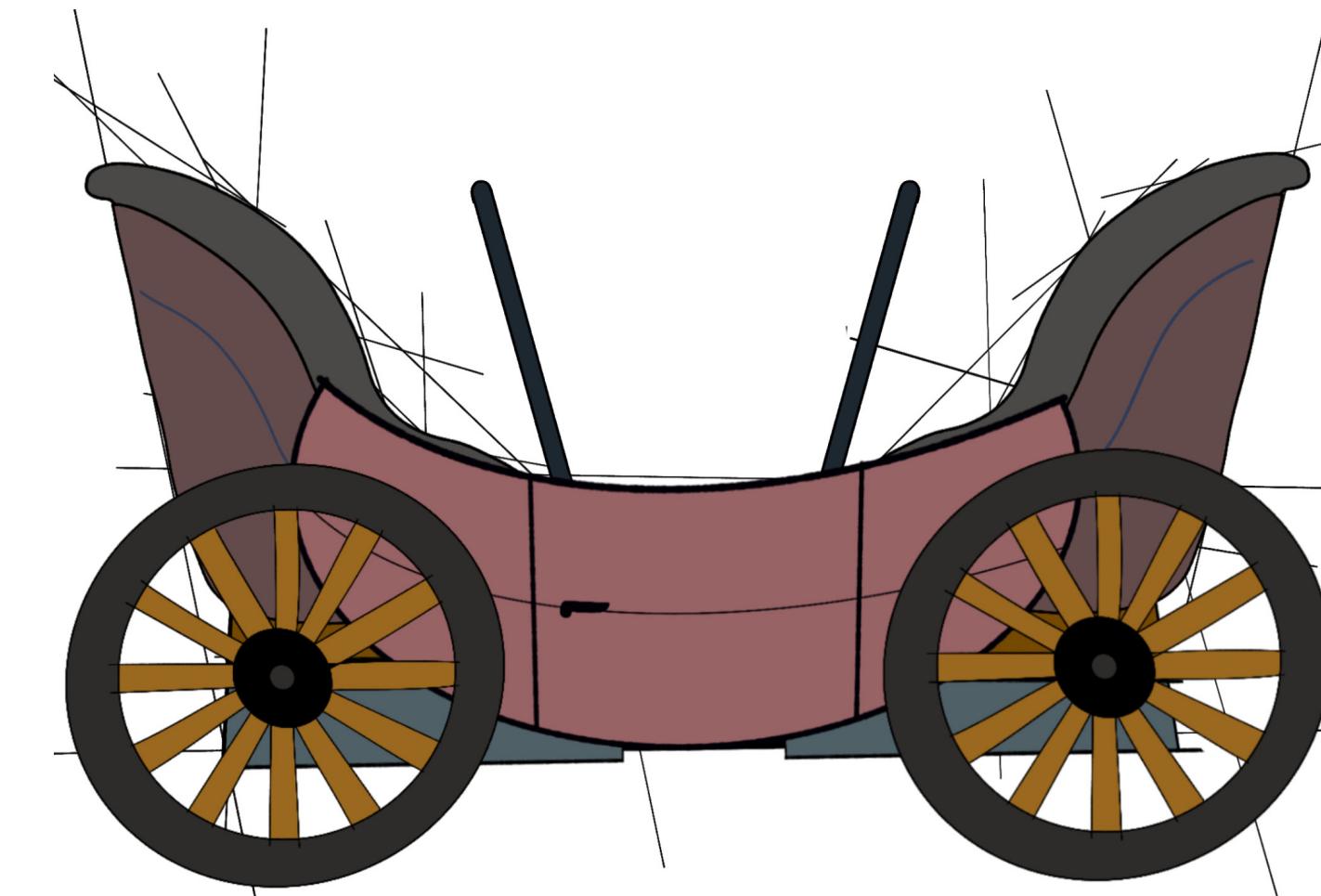
# Universal Creative Lab - Christmas Carol Ride Queue

## Ride Vehicle Design - 3D Modeling

This project was developed by my partner and I in the Universal Creative Lab class at UCF. Guests ride in open, Victorian-style carriages, through richly detailed environments. We chose to design the queue, focusing on historic London facades, cobblestone paths, and gas-lit streetlamps to enhance authenticity. Custom ironwork stanchions and period-accurate soundscapes further immerse guests into the Dickensian 19th-century setting. I contributed by shaping the architectural design of the facades and ensuring the queue maintained a strong narrative flow that supported the ride's storytelling.



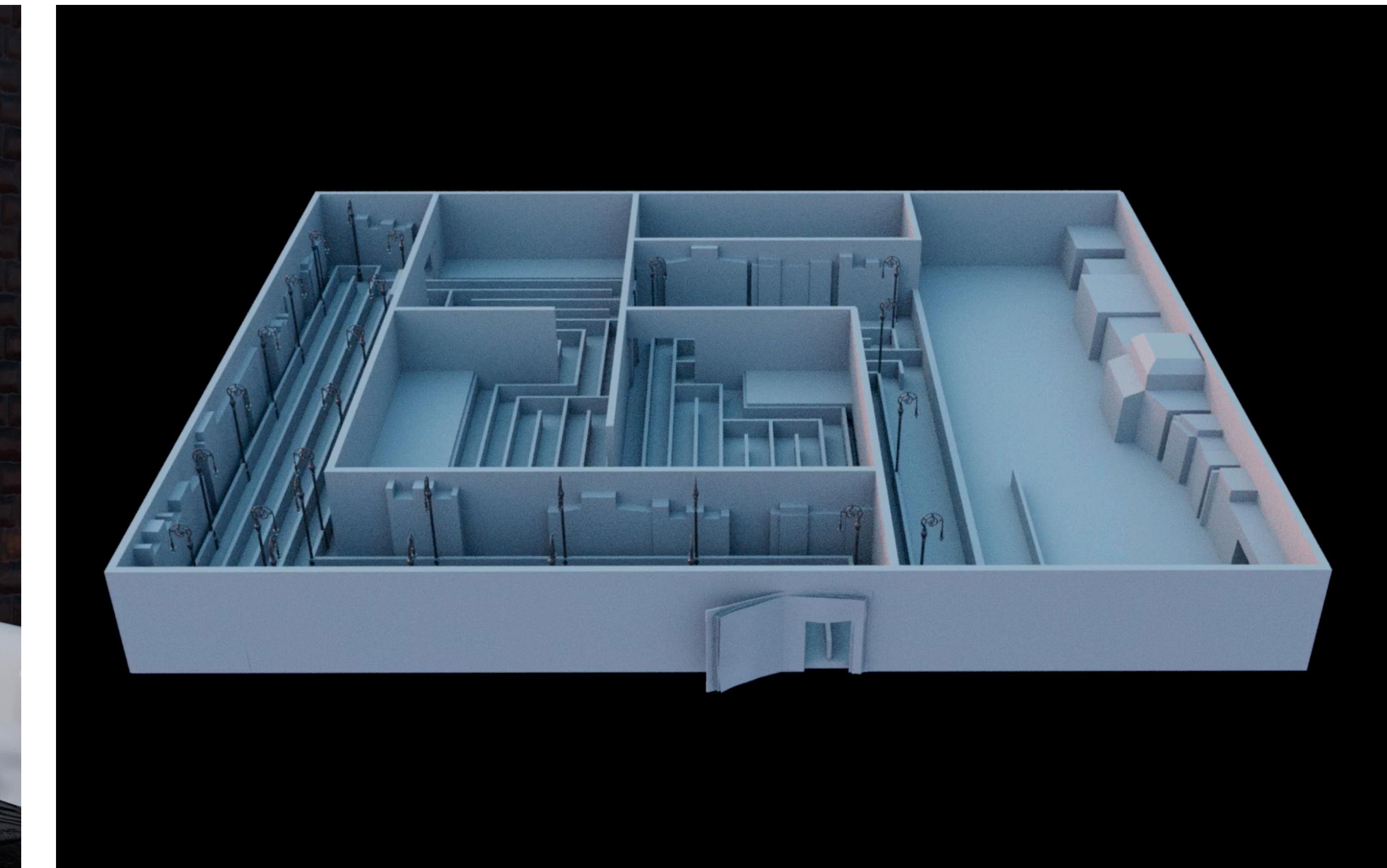
CHRISTMAS CAROL - MANSION SKETCH



CHRISTMAS CAROL - RIDE VEHICLE CONCEPT SKETCH



CHRISTMAS CAROL - QUEUE ENTRANCE CONCEPT



CHRISTMAS CAROL - QUEUE TO LOAD BLOCKOUT - MAYA

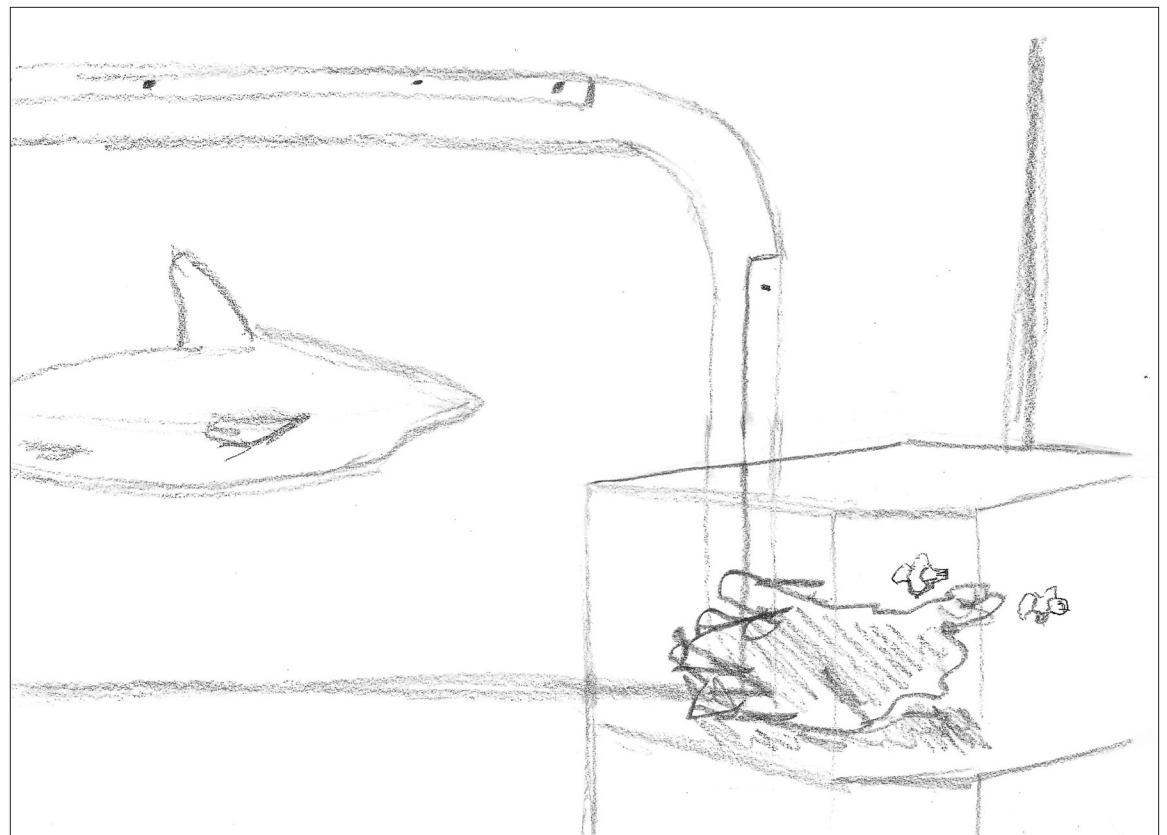
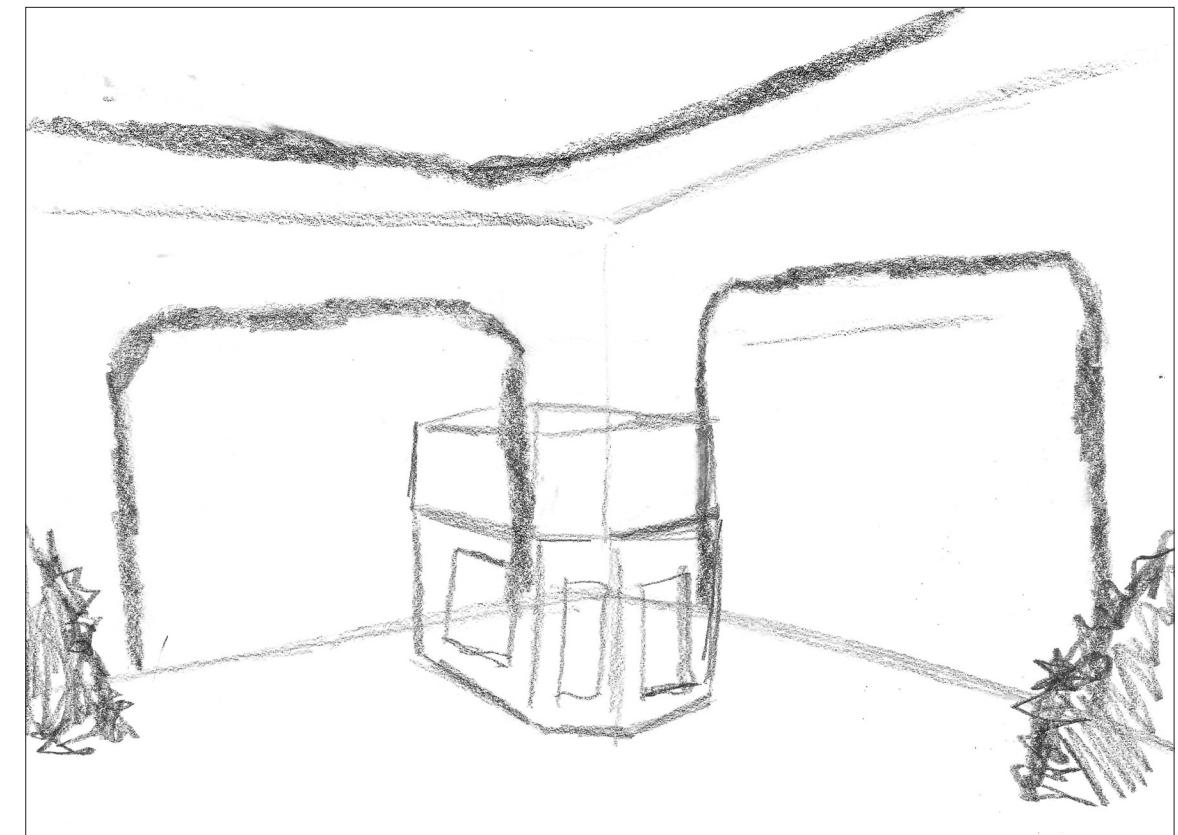


CHRISTMAS CAROL - QUEUE MODELS

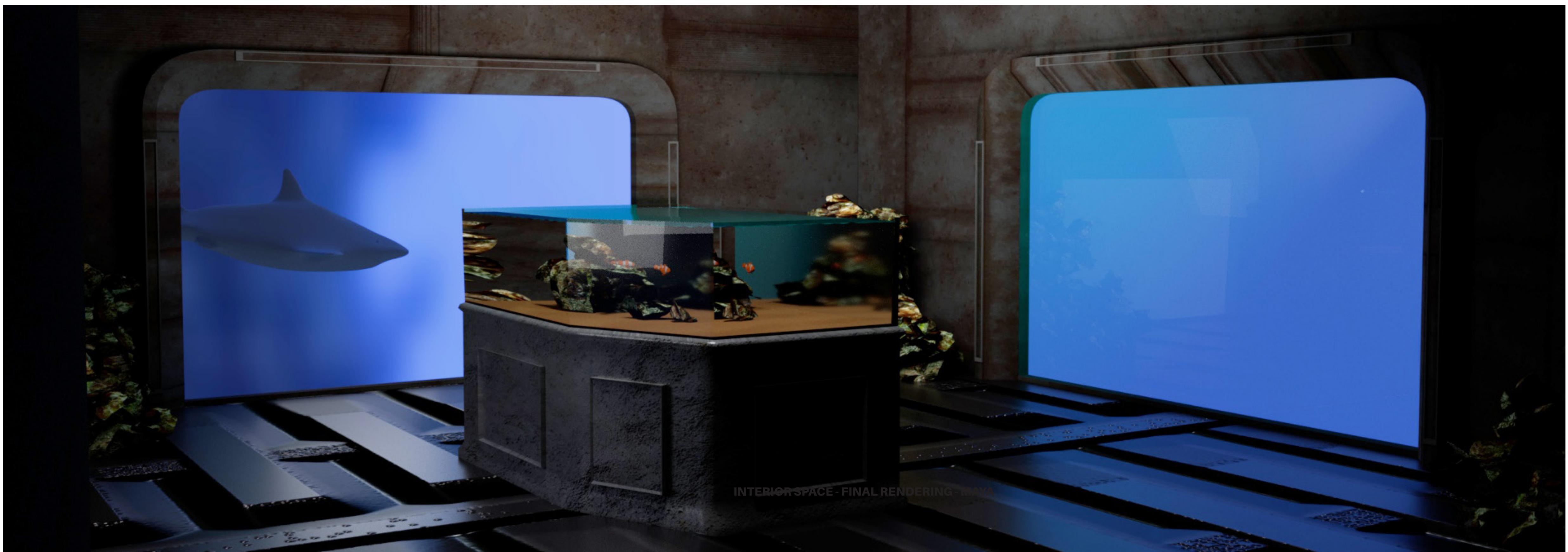
# Visualizing Themed Environments - Interior Spaces

## Concept Design - 3D Modeling

Centered around an aquarium within an underwater viewing room, this interior rendering was designed to immerse viewers in an underwater environment that blends the scale of the ocean with the intimacy of an aquarium. The space explores themes of observation, containment, and our connection to marine life. It invites reflection on the boundaries between human-made habitats and the natural world, combining technical rendering skills with a conceptual narrative about conservation and our shared responsibility to the ocean.



INTERIOR SPACE - EARLY CONCEPT SKETCHES



INTERIOR SPACE - FINAL RENDERING - MAYA

INTERIOR SPACE - FINAL 3D MODEL

# Client-Based Project - P1 Motor Club Kart Experience

## Creative Production - 3D Modeling

My team was tasked with designing an immersive race track experience for the P1 Motor Club in Port St. Lucie. The experience included a three-story gathering space where members could relax between races while their families could have a space to view the races. As creative lead, my team demonstrated that our design was not only within budget but also uniquely positioned to appeal to P1's adventurous, experience-driven audience.



P1 MOTORSPORTS - FINAL BUILDING MODELS



# Immersive Experience - Legends Hockey Experience

## Show Writing - Concept Design - 3D Modeling

Tasked with creating a themed experience centered around mini-games, I developed a multi-layered hockey attraction where each game introduces players to fundamental hockey skills. The experience unfolds in a progression of interactive rooms, each offering five-minute games that can be replayed throughout a session. As players advance through the rooms, they build their skills leading up to the finale—"The Big Game"—a fast-paced 1v1 showdown that combines all the previous challenges. Players compete to earn the most points before time runs out, simulating the thrill and pressure of a real match and giving guests a fun and engaging way to experience the sport.

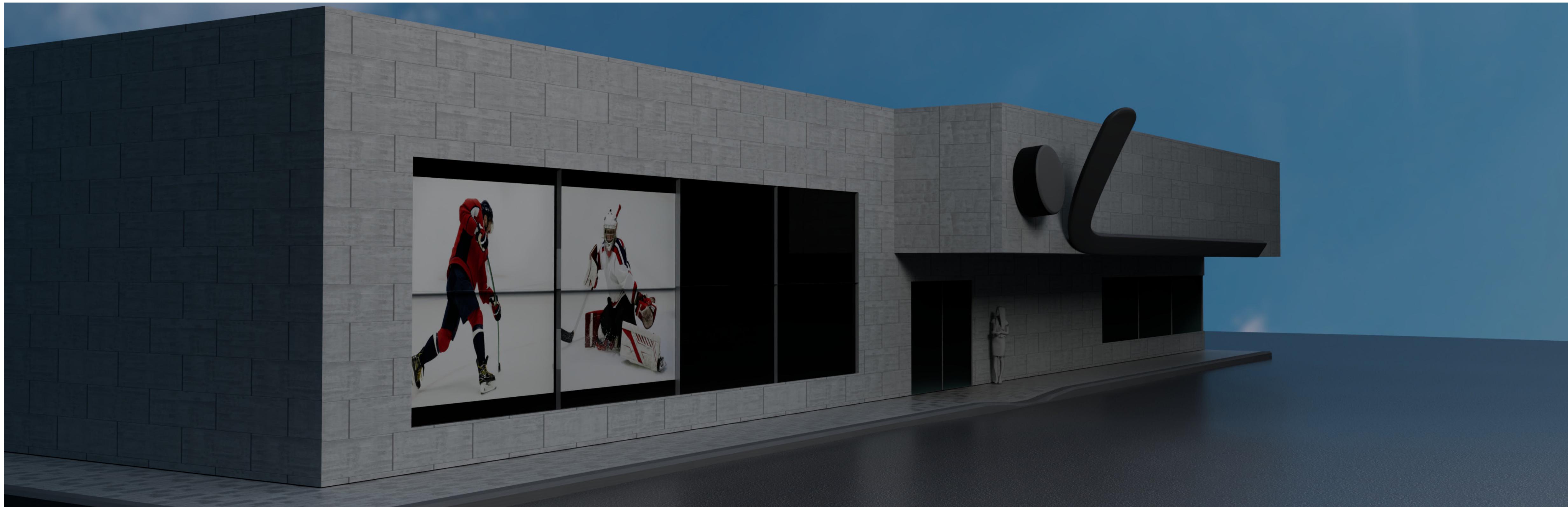


**LEGENDS HOCKEY  
EXPERIENCE**  
**BECOME LEGENDARY**

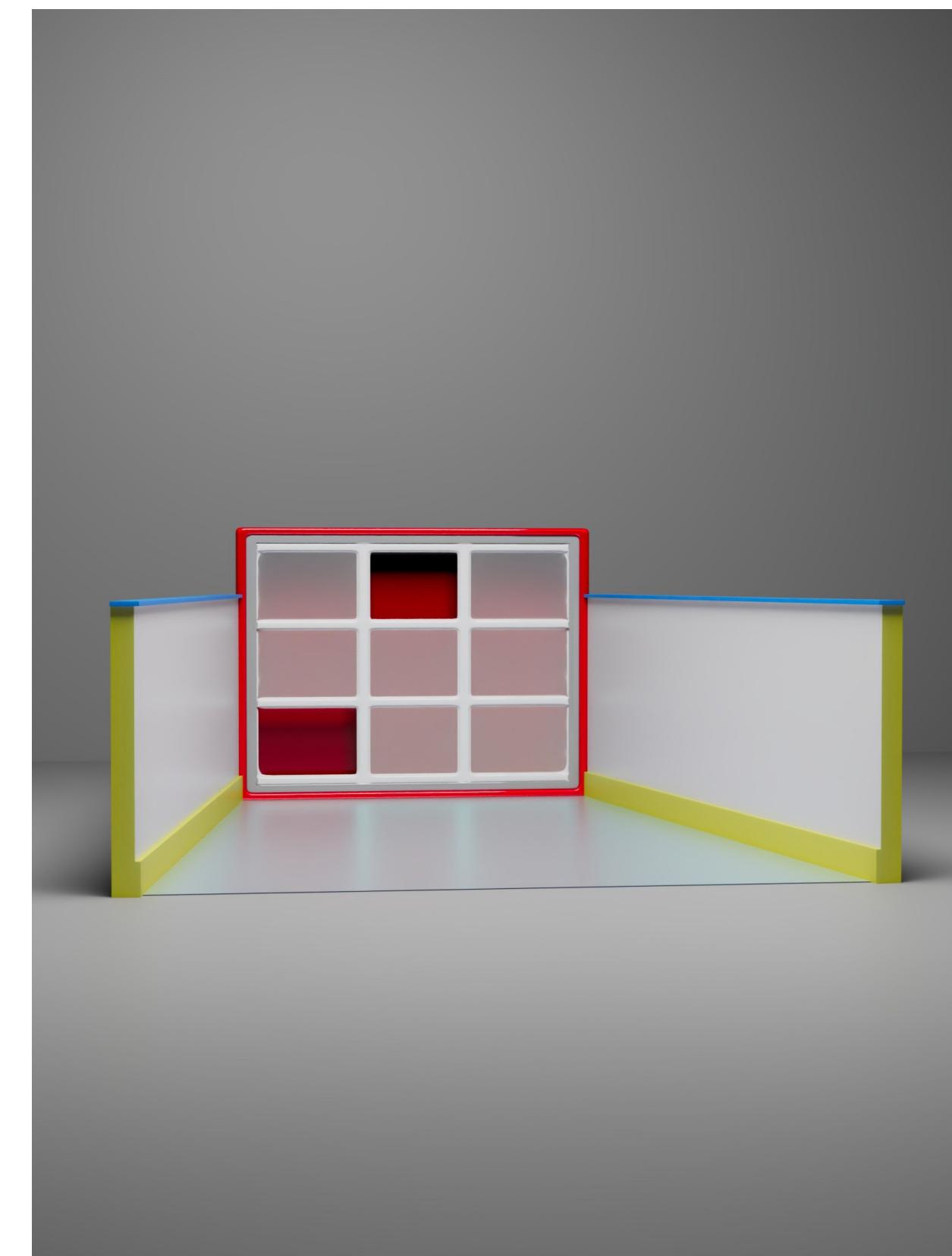
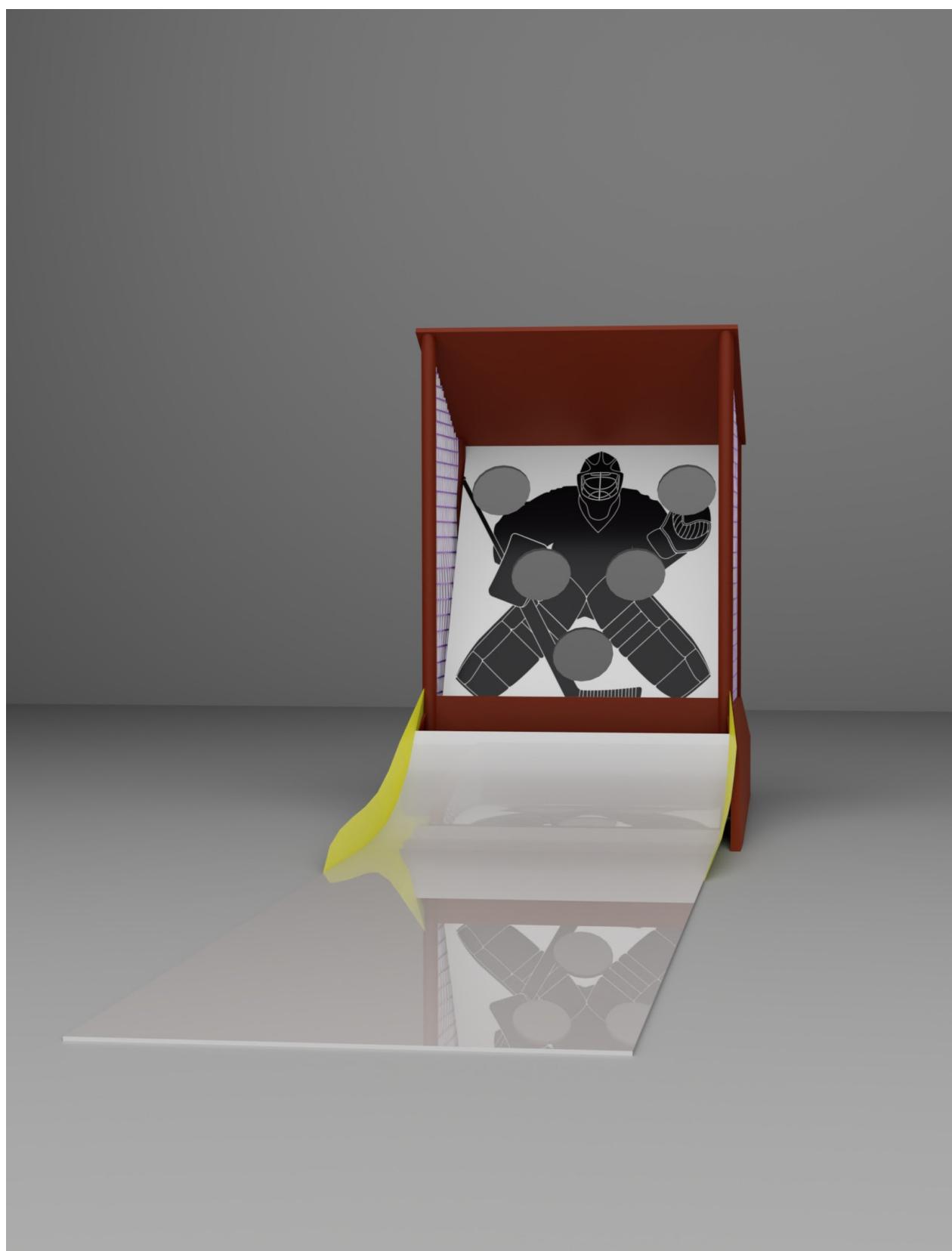
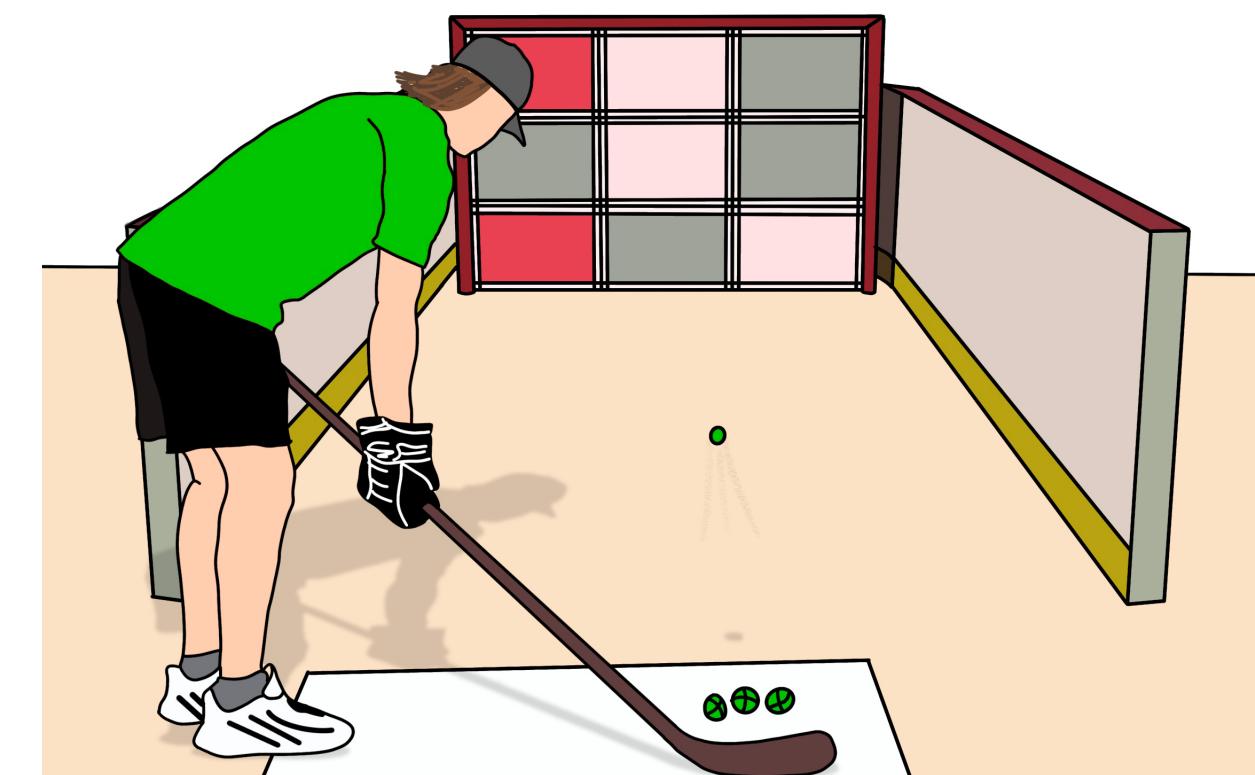
LEGENDS - LOGO - ADOBE SUITE



LEGENDS EXTERIOR - BUILDING CONCEPT SKETCH



LEGENDS EXTERIOR - BUILDING CONCEPT BLOCKOUT - MAYA



GAME CONCEPT - PUCK CONTROL

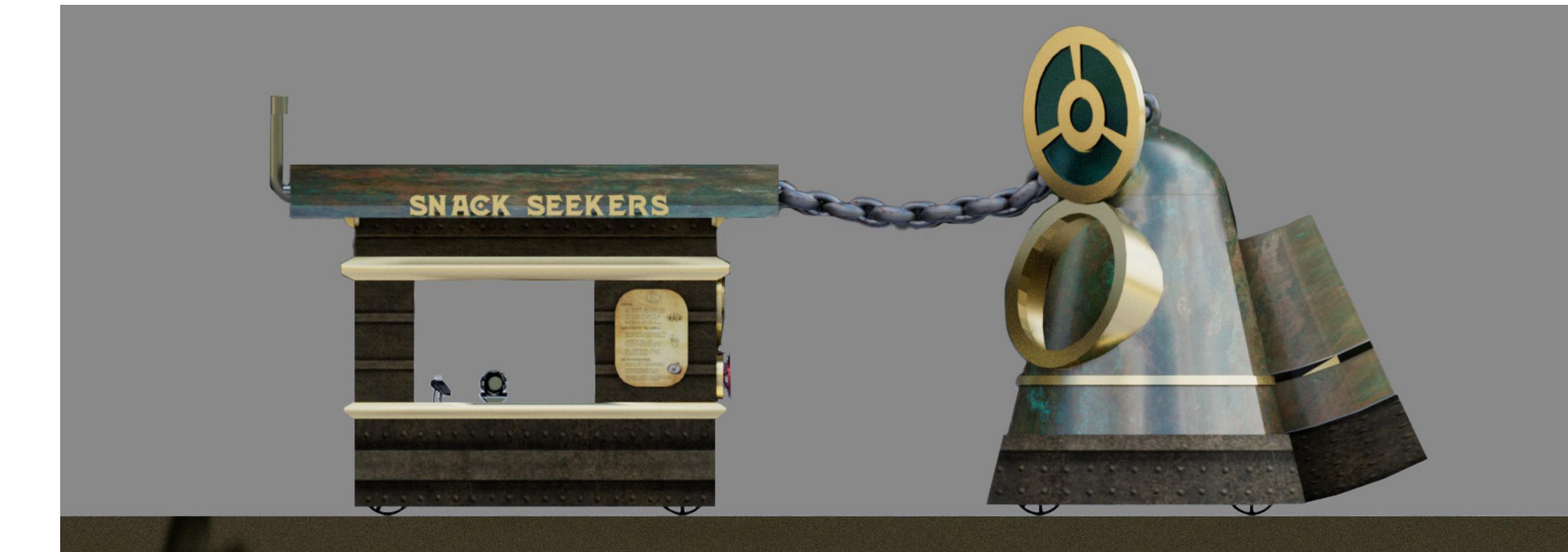
GAME CONCEPT - CHECK PRACTICE

GAME CONCEPT - TIC-TAC-TOE

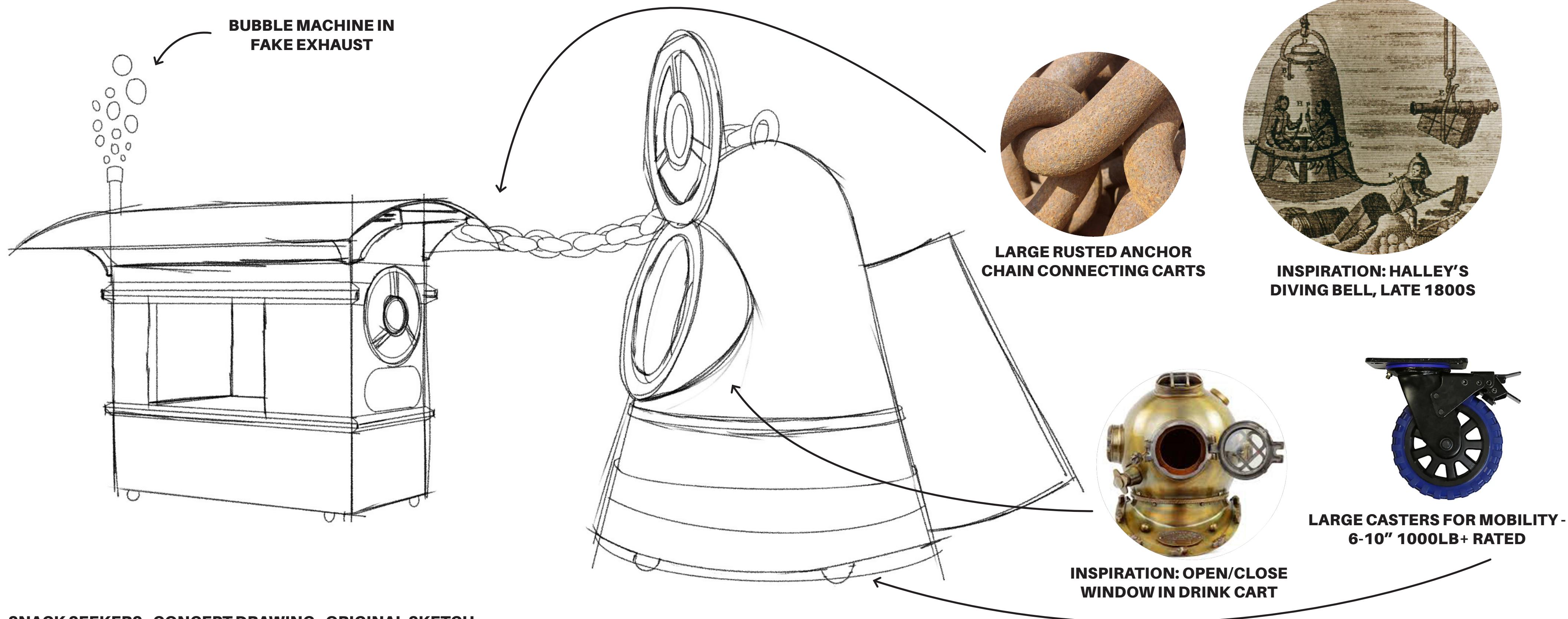
# Immersive Food Cart - Snack Seekers

## Storytelling - 3D Modeling - Graphic Design

For this project, I designed an immersive experience inspired by Jules Verne's *The Mysterious Island* through a themed food cart called Snack Seekers. Featuring crafted mocktails and treats rooted in the spirit of adventure, the experience also includes original merchandise like enamel pins shaped like diving helmets, compass keychains, and themed journals. Each item was thoughtfully created to deepen the sense of exploration and storytelling. With careful attention to detail, the goal is to offer more than just snacks and souvenirs—inviting guests on a culinary journey infused with the magic of Verne's world.



SNACK SEEKERS - ELEVATION - FOOD CART - MAYA



SNACK SEEKERS - CONCEPT DRAWING - ORIGINAL SKETCH



SNACK SEEKERS - 3D RENDERS - MAYA



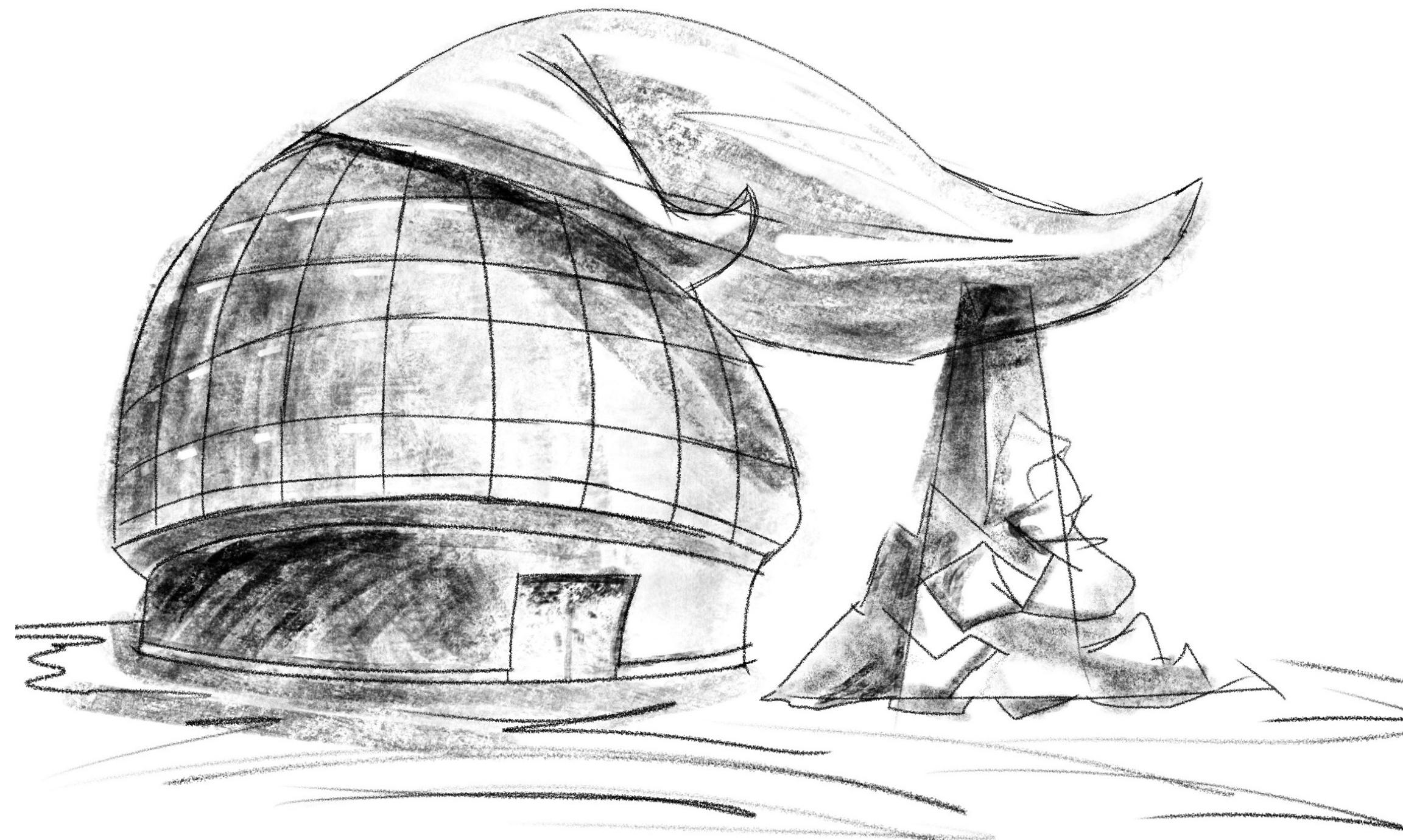
SNACK SEEKERS - DIVER SKETCH

# Immersive Edutainment - Coral Quest: A Journey into Reef Conservation

## 3D Modeling - Show Writing

*Coral Quest: A Journey into Reef Conservation* is an immersive educational exhibit designed to engage guests of all ages in understanding the importance of coral reef ecosystems and the efforts needed to protect them. The experience blends interactive digital displays, hands-on workshops, and projection mapping to simulate real-world coral restoration. Guests explore a digital reef, work in a tactile lab to propagate corals, and collaborate to restore a model reef. More than just educational, the exhibit aims to inspire environmental stewardship and meaningful action.

[\*\*Click here for the ride description / script.\*\*](#)



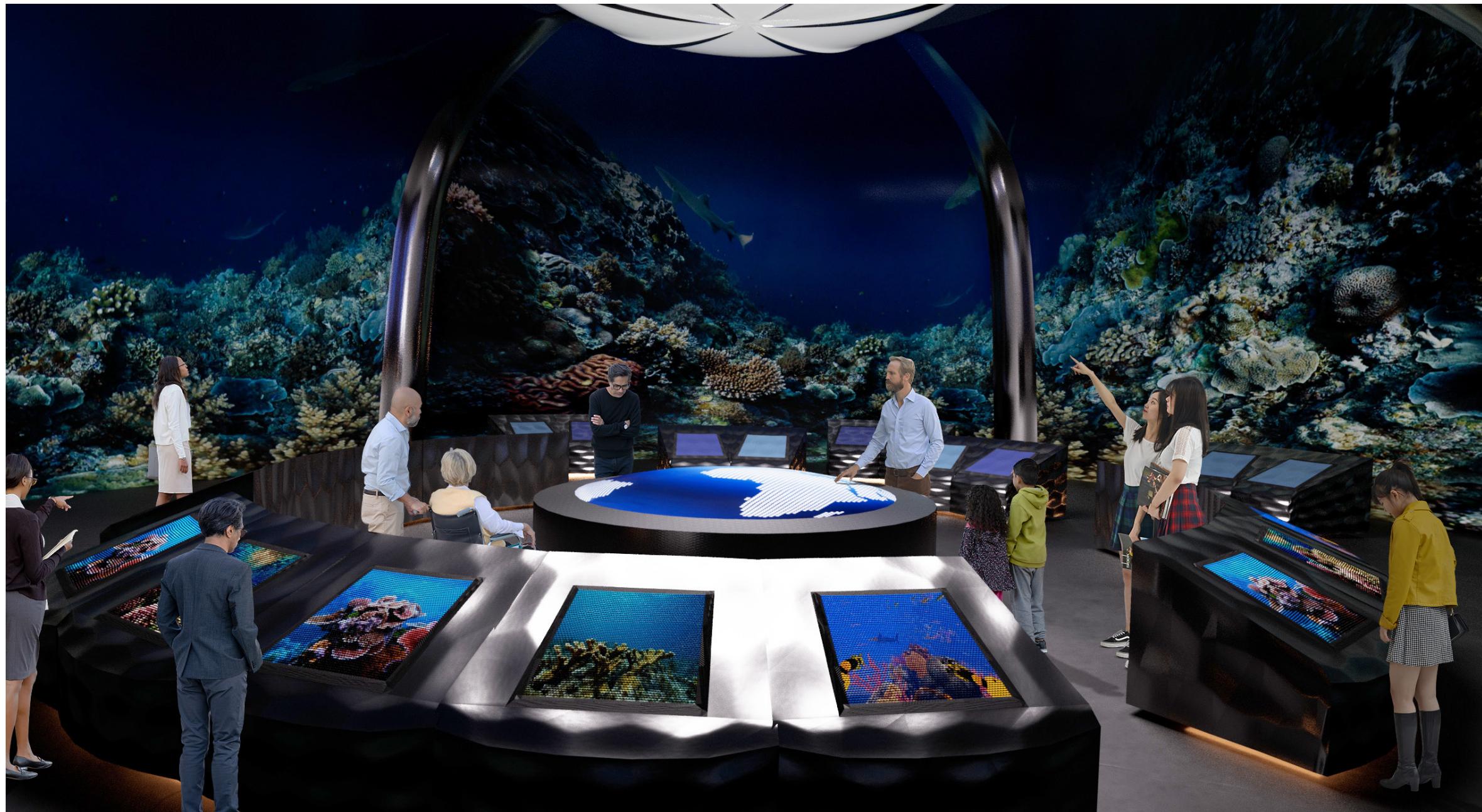
CORAL QUEST - EXTERIOR - ORIGINAL CONCEPT SKETCH



EXTERIOR - ENTRANCE - POPULATED - MAYA



EXTERIOR - SIDE / EXIT - POPULATED - MAYA



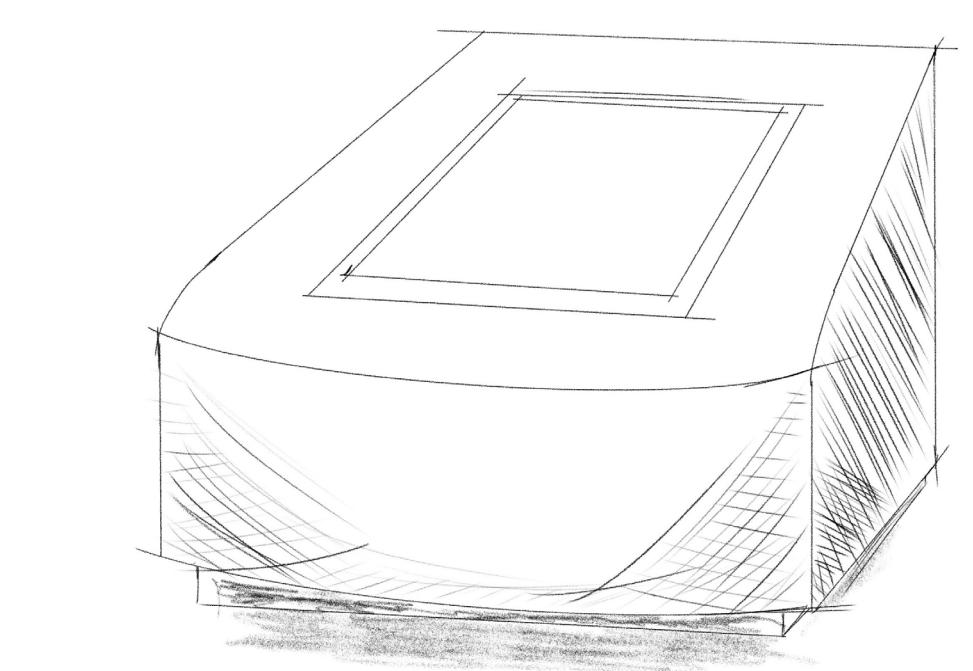
ROOM 1 - DISCOVERY ROOM - POPULATED - MAYA



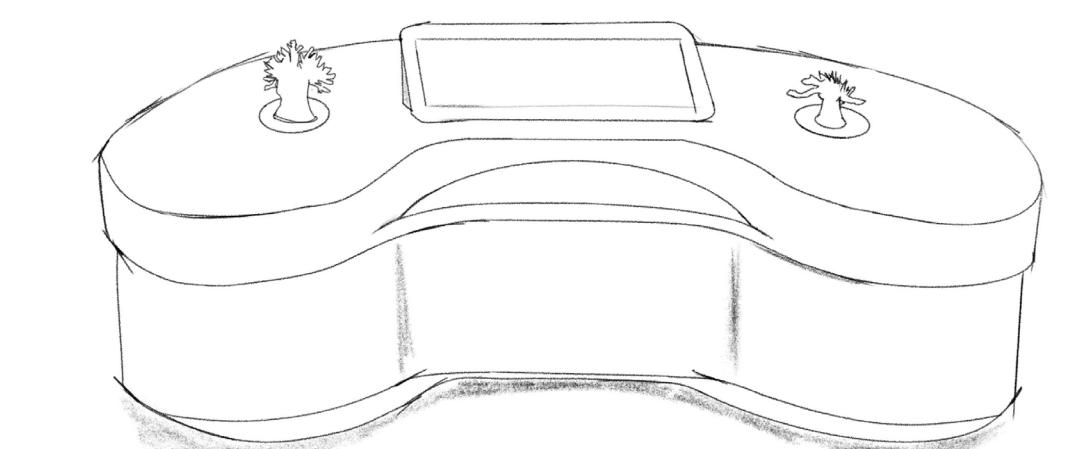
ROOM 2 - CORAL SCIENCE - POPULATED - MAYA



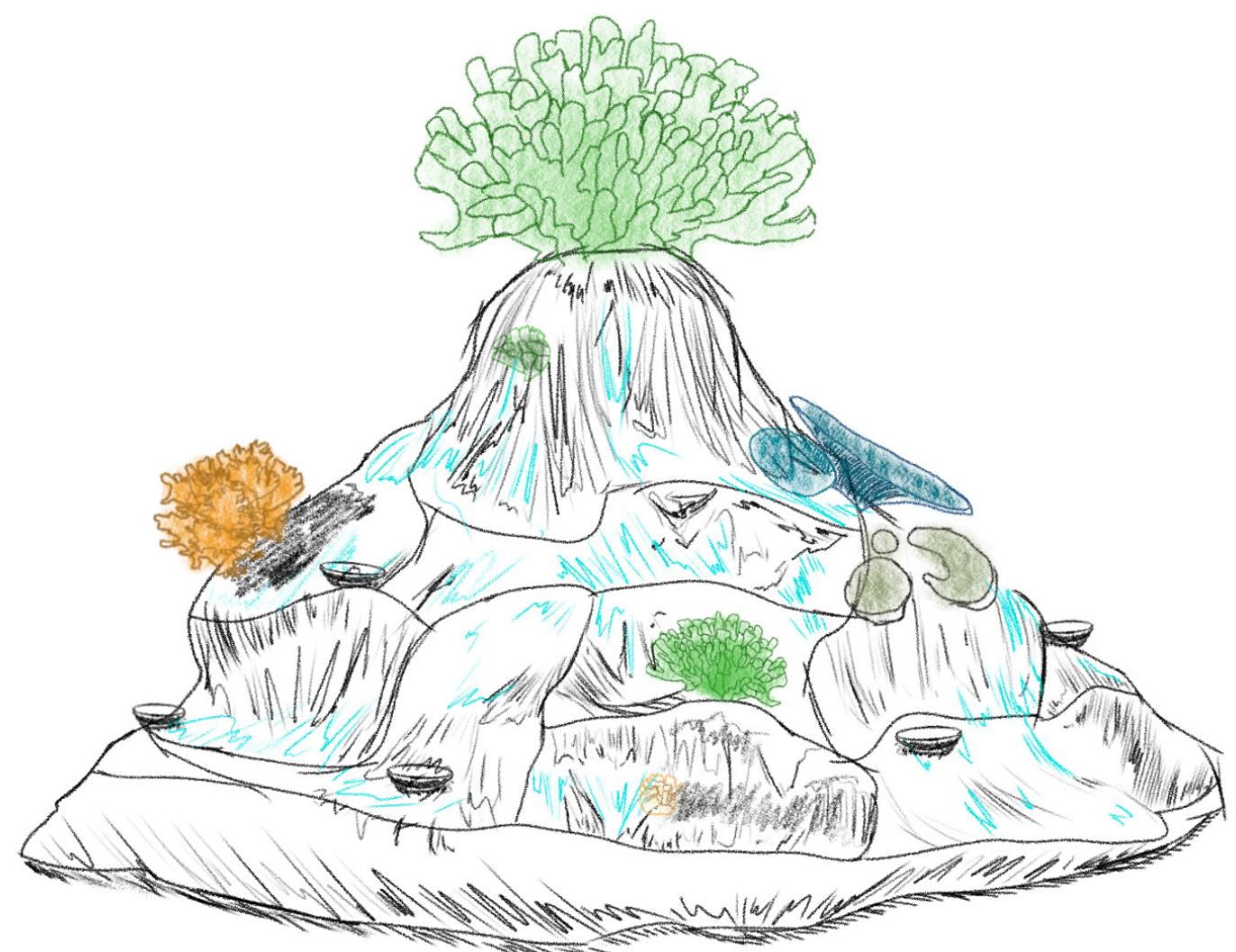
ROOM 3 - COLLABORATIVE REEF ROOM - POPULATED - MAYA



ROOM 1/3 - DISPLAY SCREEN SKETCH



ROOM 2 - CORAL LAB DESK SKETCH



ROOM 3 - PROJECTION MAPPED REEF

**Graphic Design.**

# Charity Rebranding - Coral Restoration Foundation

## Logo Design - Product Development

I designed a new logo and brand identity for the *Coral Restoration Foundation* to visually reflect its mission and values. Drawing from the vibrant hues of coral and the ocean, the color palette emphasizes the critical role reefs play in sustaining life on Earth. This rebrand aims to inspire both awareness and action in support of coral reef conservation.



CRF - ORIGINAL LOGO THUMBNAIL SKETCHES



CRF - FINAL LOGO SYSTEM - ADOBE SUITE



CRF - PRODUCT CONCEPTS - ADOBE SUITE

# User Interface Design - Trashi Waste Management App

## Logo Design - Product Development

Tasked with creating a working app prototype to address issues with trash collection, my team and I identified a lack of accessible local information as a core problem. We designed Trashi, an app that uses location data to provide users with pickup schedules, recycling guidelines, and a searchable database for recyclable items. The goal was to help residents make more informed, sustainable decisions for their communities.



TRASHI APP - PAGE MOCKUPS - ADOBE SUITE

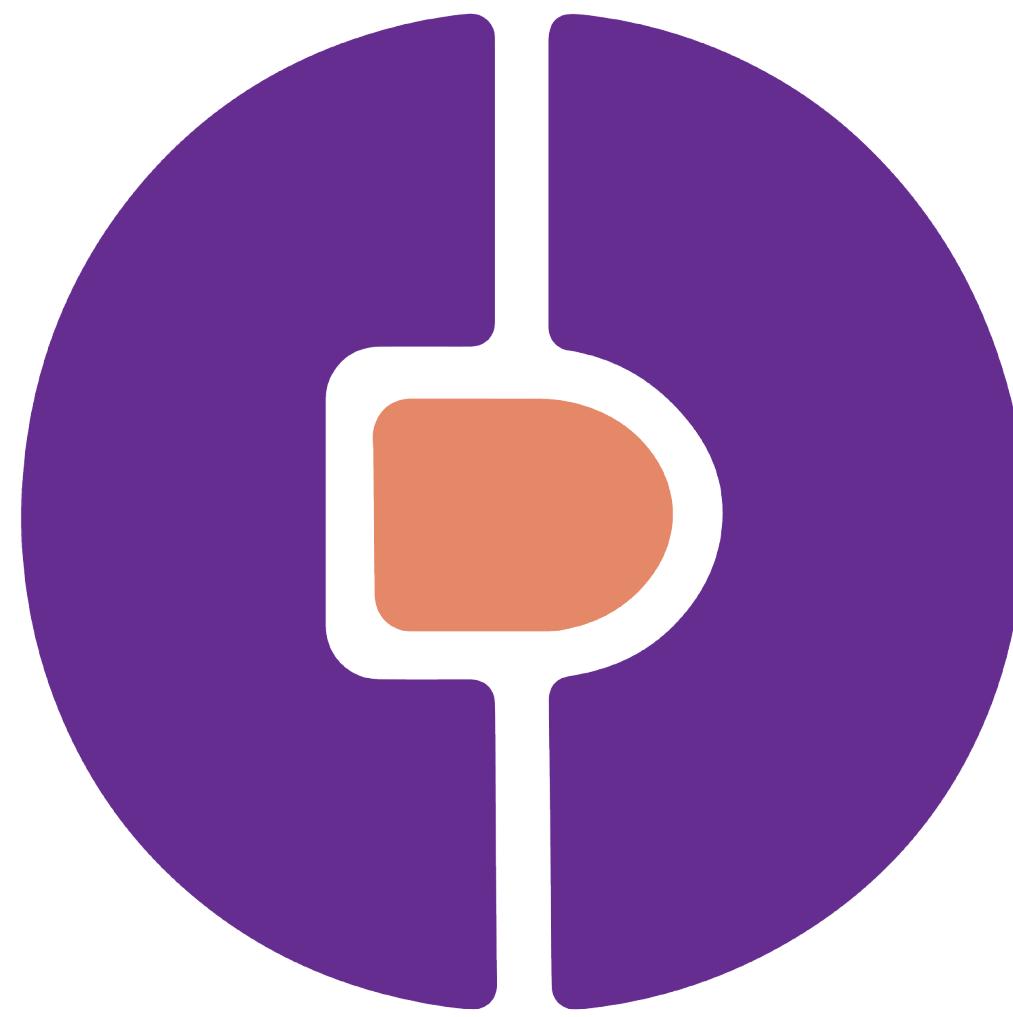
# User Experience Design - College Ride-Share Solution

## Creative Development - Prototype Design

Uni-Drive is a ride-sharing app created specifically for college students, offering a safe, affordable, and community-driven transportation option. With features like in-app emergency assistance and background-checked drivers, it provides peace of mind while connecting students heading to the same classes or nearby locations. This reduces costs and offers a safer alternative to walking alone or using public transit. I designed a user-friendly, visually appealing interface with a modern aesthetic.

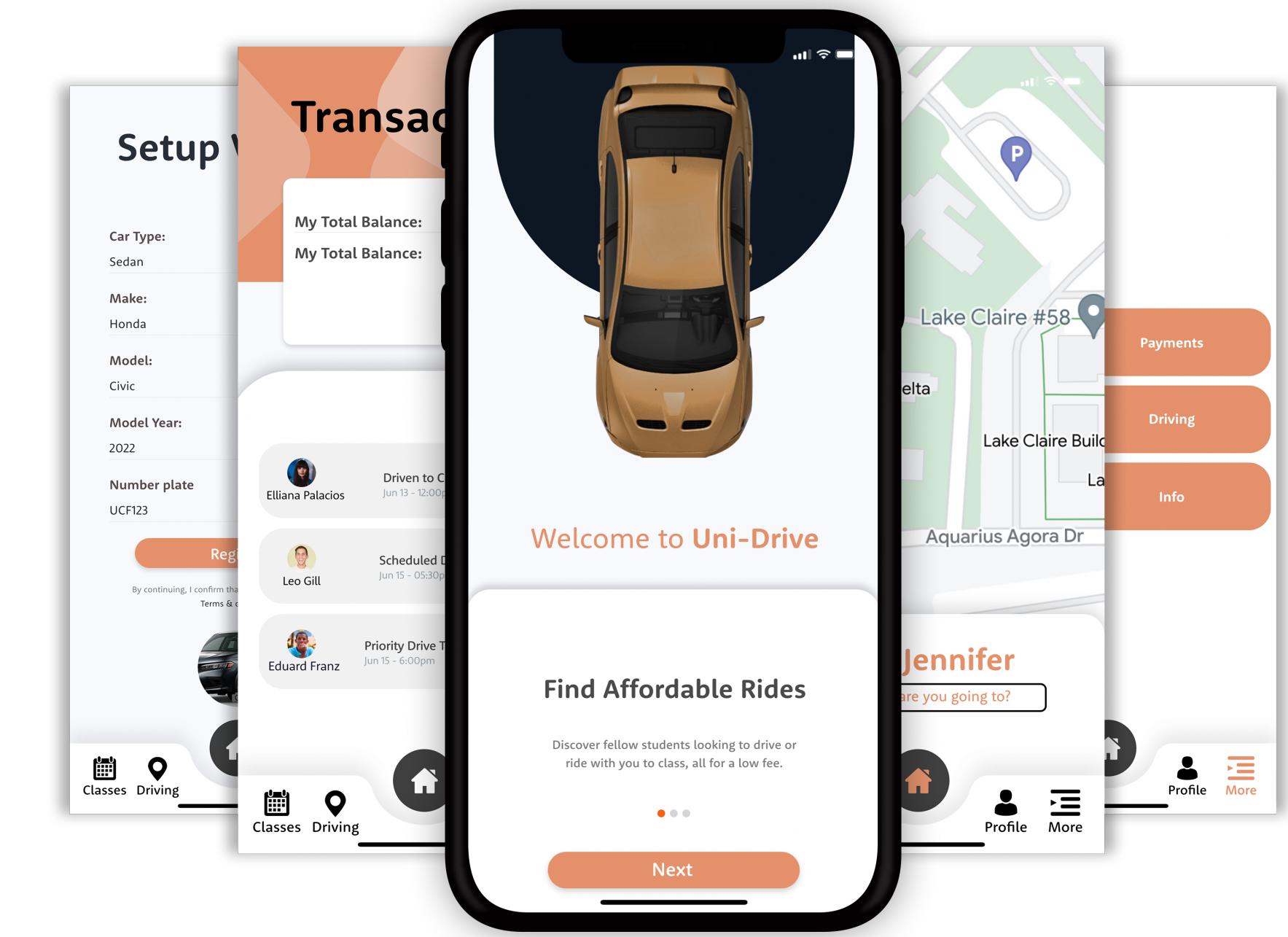
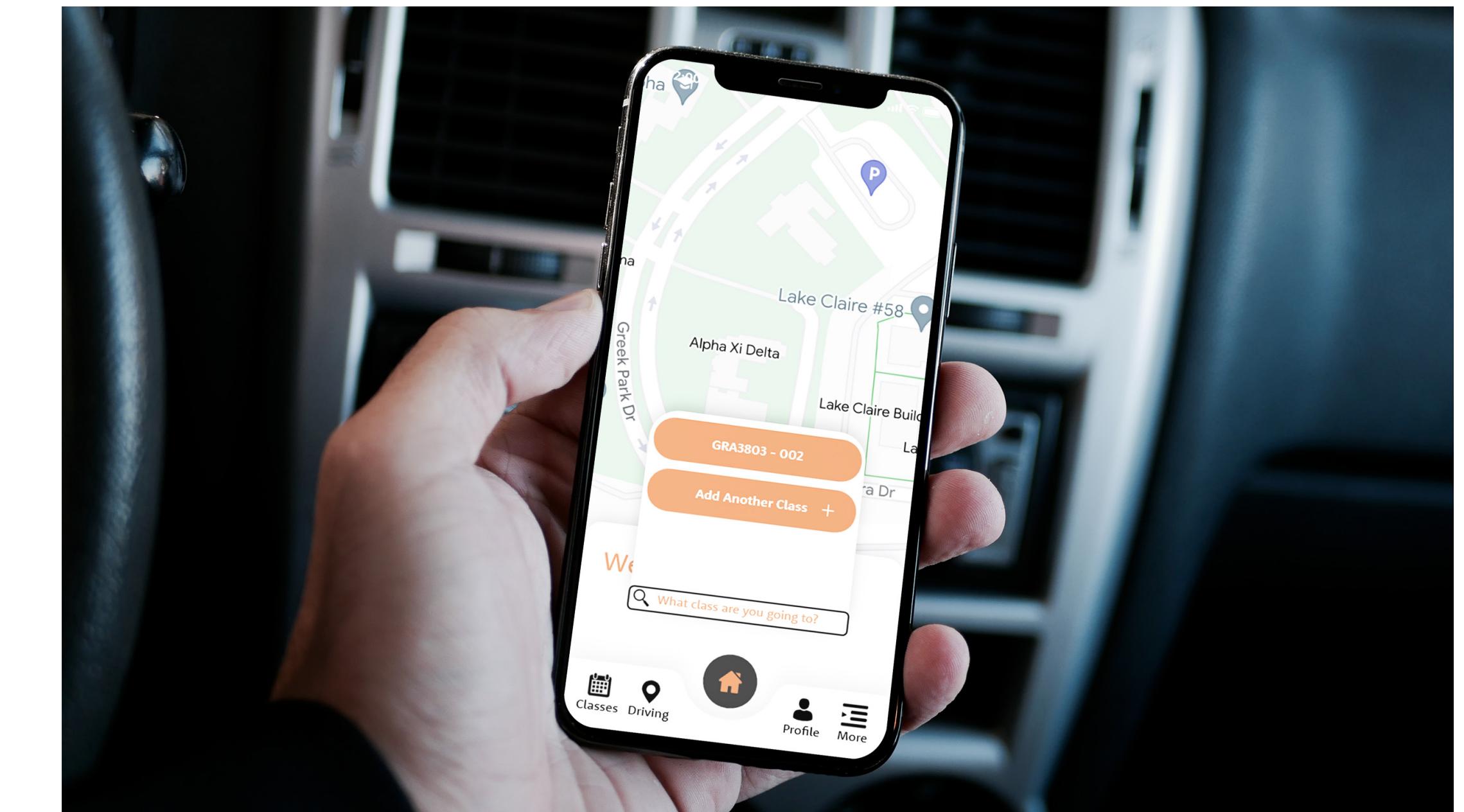
[Click here to try the Prototype.](#)

# Uni-Drive

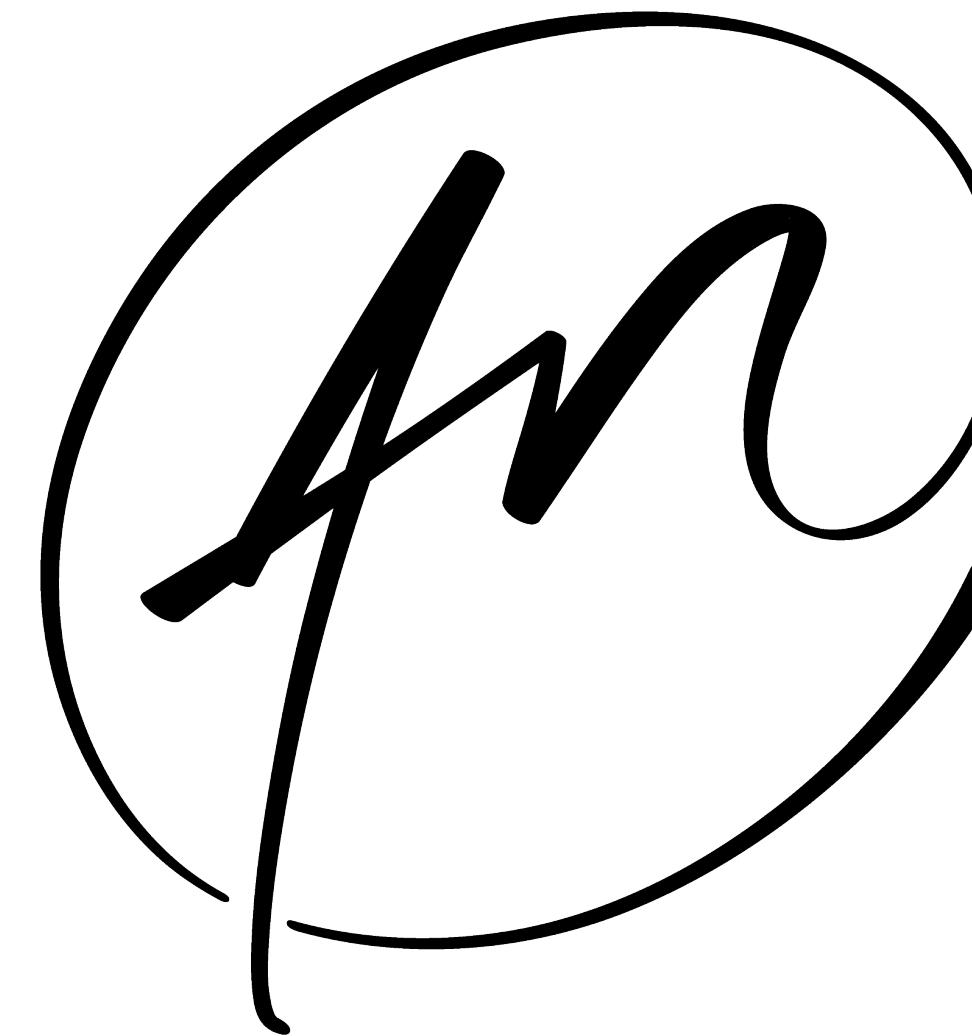


Driving, Studying, Graduating

UNIDRIVE APP - LOGO CONCEPT - ADOBE SUITE



UNIDRIVE APP - PAGE MOCKUPS - ADOBE SUITE



ALEXANDER  
NADEAU

*Thank you for Viewing!*