

ALEX NADEAU

P O R T F O L I O



Alex NADEAU

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ABOUT ME

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 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, visual storytelling, and bringing designs from concept to construction for real-world themed environments.

Throughout my career, I've worked 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 design.

EDUCATION

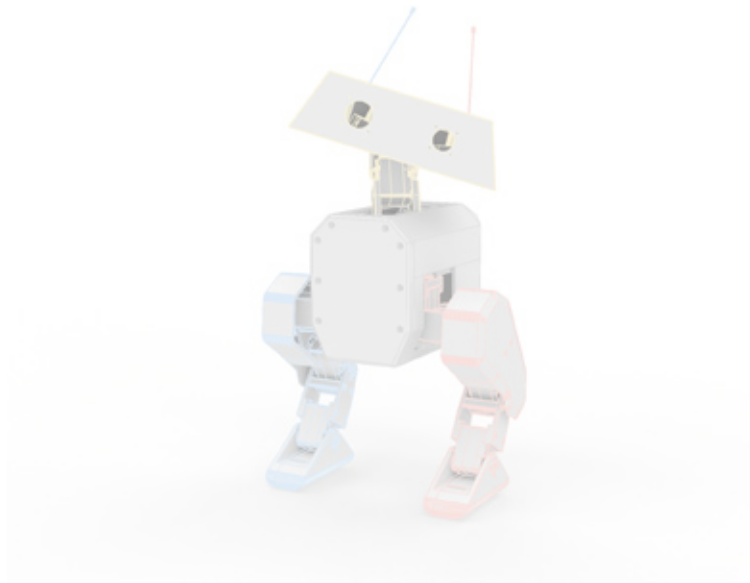
- Concept Development / Graphic Design**
 - Immersive Design Academy - 2026
- MFA Candidate - Themed Experience**
 - University of Central Florida
 - Fall 2023 - Present, Graduation - Spring 2027
- Concept Development / Graphic Design**
 - University of Central Florida
 - Graduated Spring 2023 - Dean's List
- Concept Development / Graphic Design**
 - University of Waterloo - Canada
 - Transferred to UCF - Fall 2020

4



United in Creativity
Art Installation Direction & Fabrication

7



Bipedal Animatronic
BDX-Inspired Walking Droid

9



Roundhouse Park
Standalone Attraction

14



Deep Current Outpost
Immersive Mini-Park

20



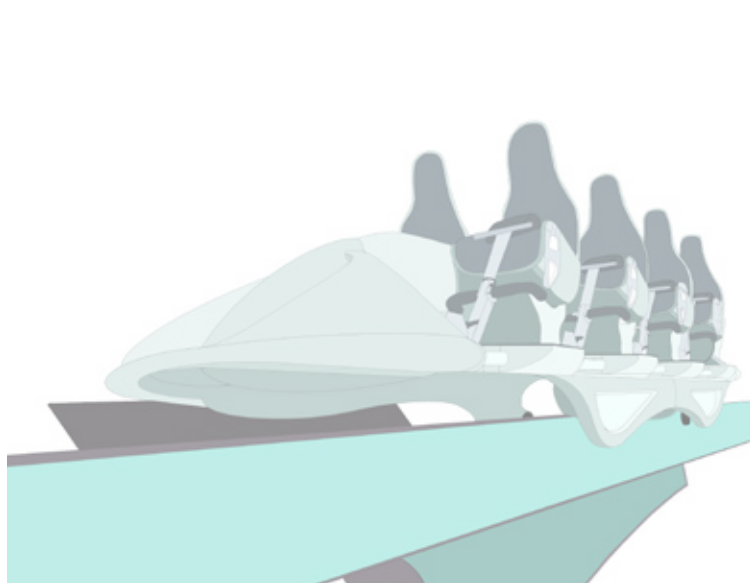
Earthwatch Center
Standalone Attraction

22



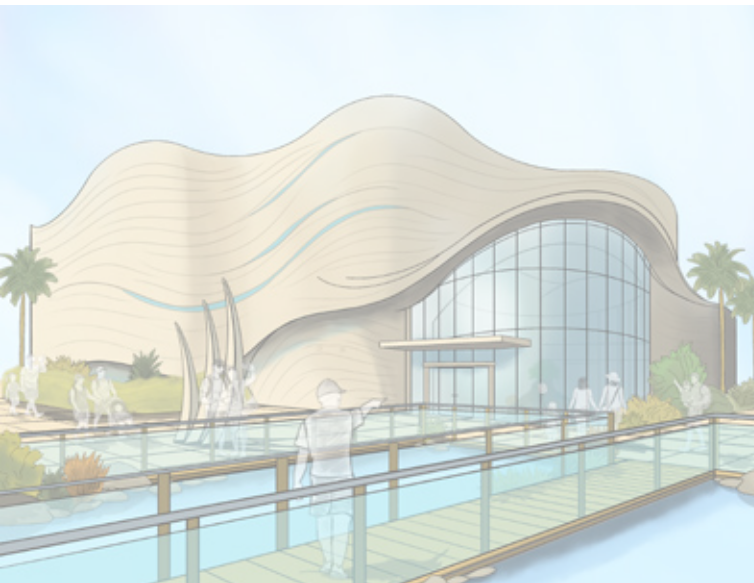
A Christmas Carol
Immersive E-Ticket Attraction Queue

26



The Forbidden Reef
1-Week Concept Sprint

29



Coral Quest
Standalone Educational Attraction

01

United in Creativity

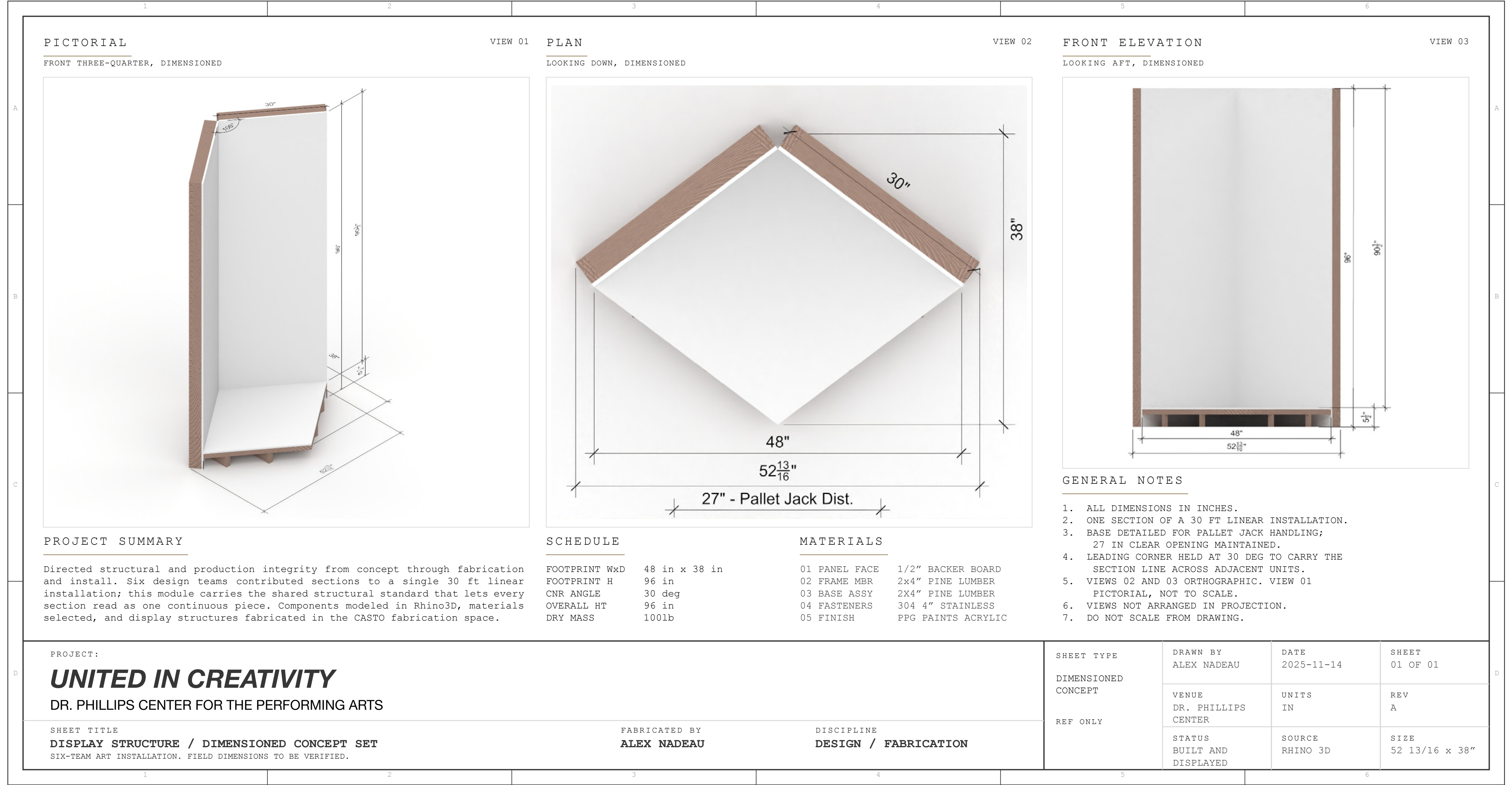
UCF CELEBRATES THE ARTS INSTALLATION

Technical Direction - Design - Fabrication

United in Creativity is a large-scale collaborative installation created for the University of Central Florida's annual *Celebrates the Arts* festival. As Technical Director, I designed, modeled, and fabricated the display structures for all six design teams, providing each team with a physical foundation to then design and build their individual pieces upon. Each display needed to be both structurally sound and visually cohesive for six different teams to bring their own creative visions to life. Alongside that, I also designed the themed experience display with Dallas Kirkland.



UNITED IN CREATIVITY - ORIGINAL CONCEPT MODEL - MAYA



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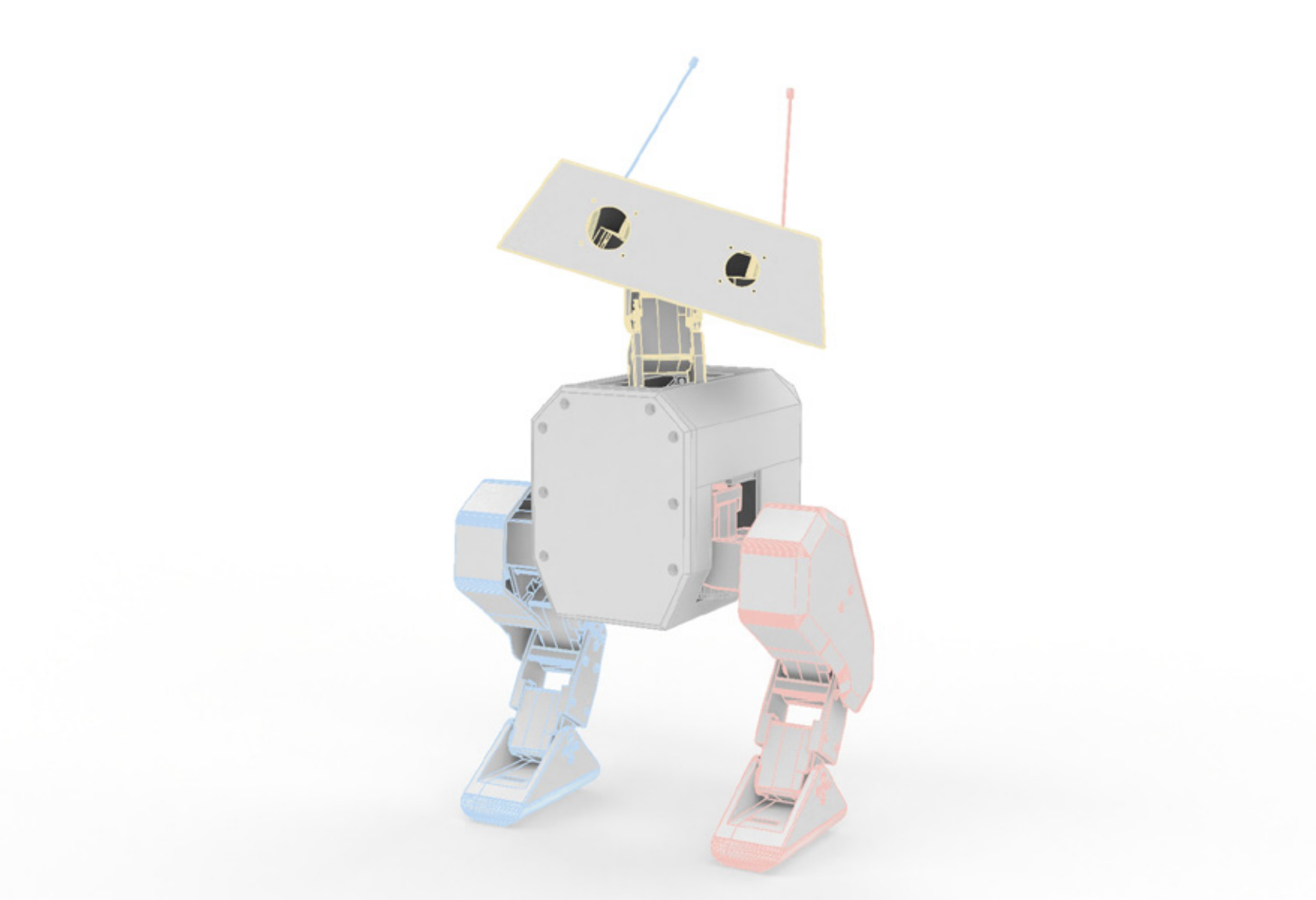
02

Bipedal Animatronic

BDX-INSPIRED DROID

Fabrication - Electronics - Programming - 3D Modeling

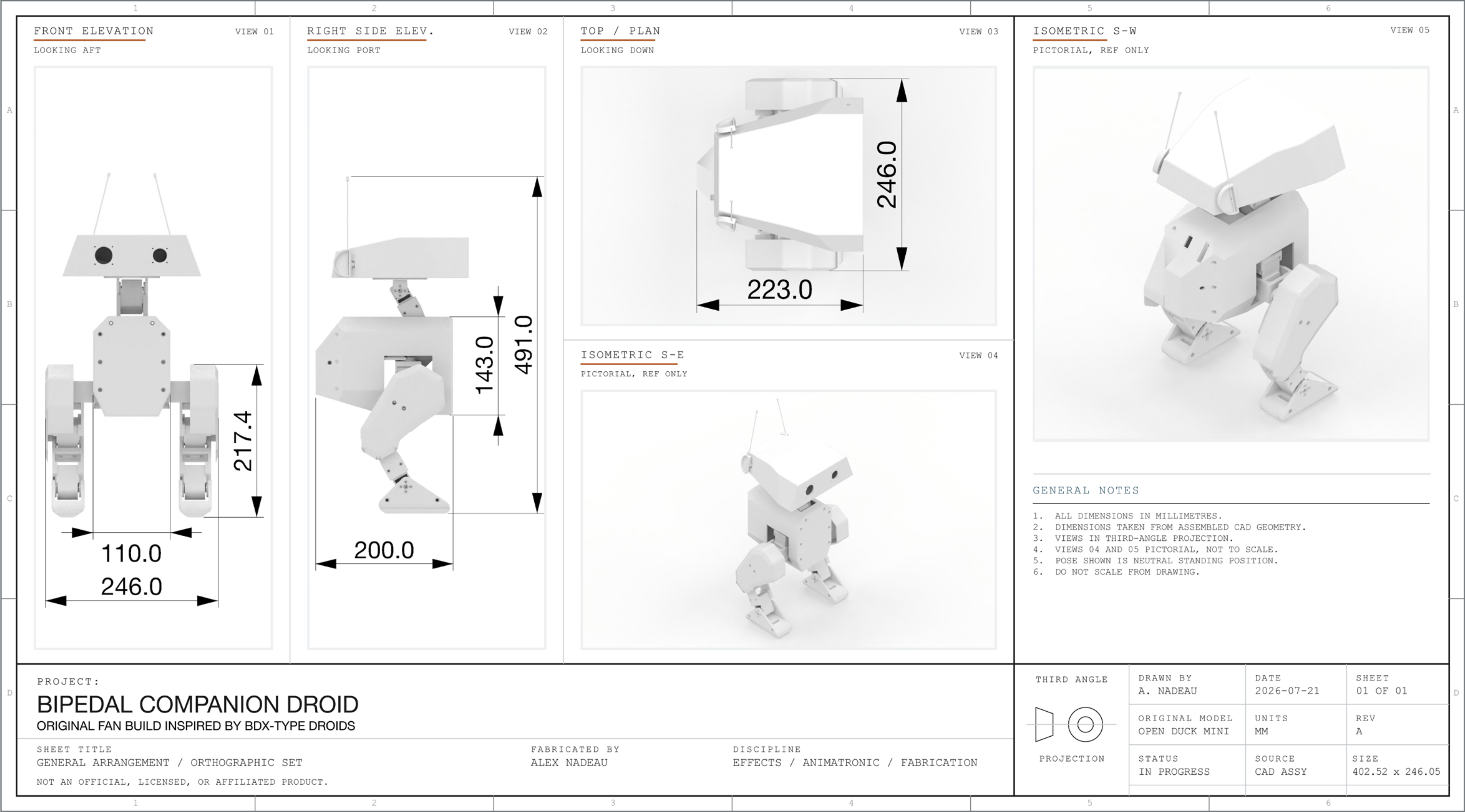
Inspired by the BDX droids at *Star Wars: Galaxy's Edge*, this working bipedal animatronic is a personal build developed on the open-source Open Duck Mini platform. Fourteen bus servos drive the legs, neck, and head, controlled by a Raspberry Pi 5 running a reinforcement-learned walk policy trained in simulation and transferred to the physical hardware. I upgraded, printed, and built the structure, rewired the sensor systems, and tuned the policy until the droid walked unassisted. The next phase adds onboard guest detection so it can react to guests without an operator's input, and upgraded sensors to detect foot positions.



Bipdeal Animatronic - BDX Droid - CAD Render - Rhino3D



Bipdeal Animatronic - BDX Droid - Docked for Training





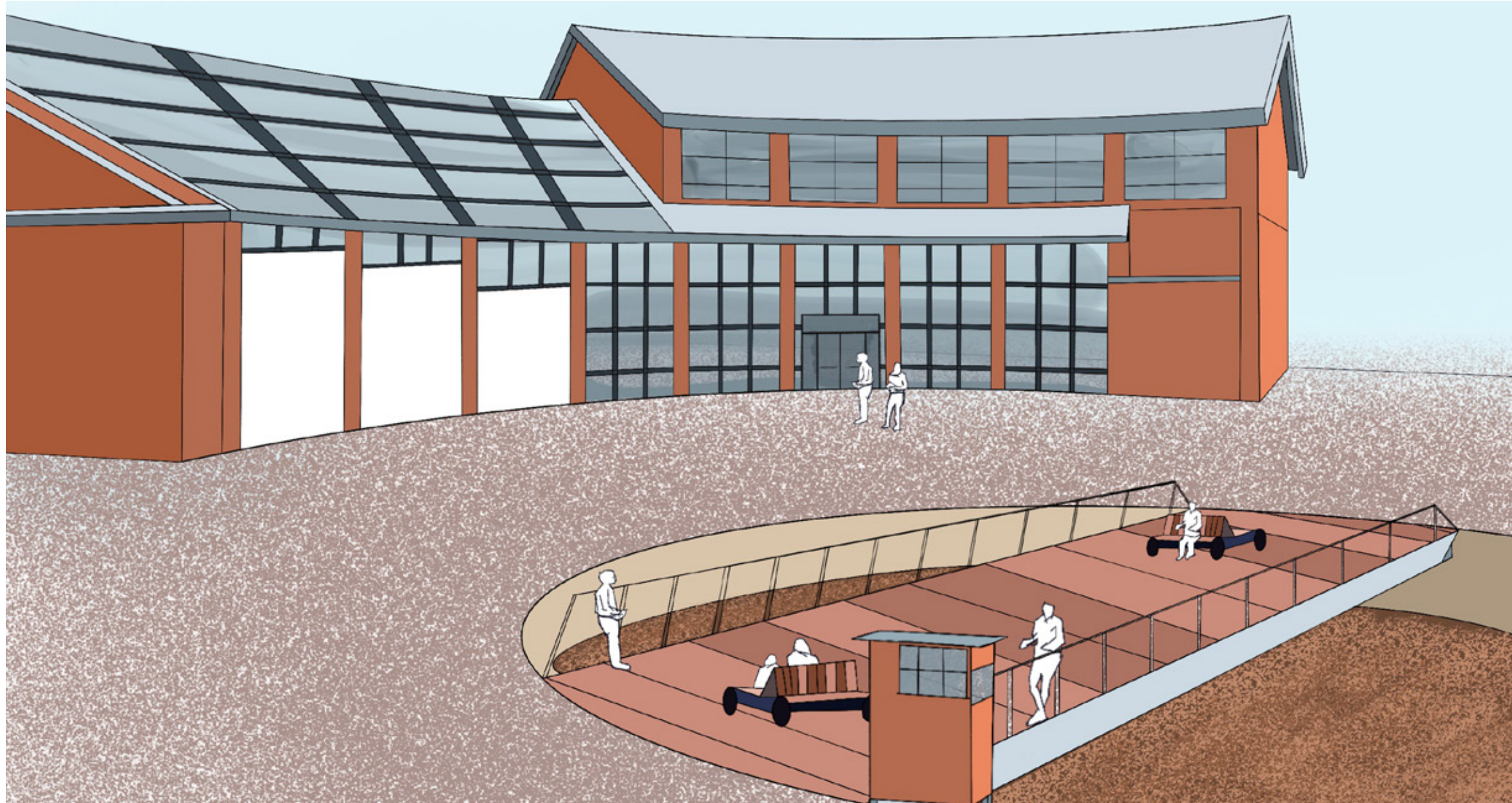
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Standalone Attraction

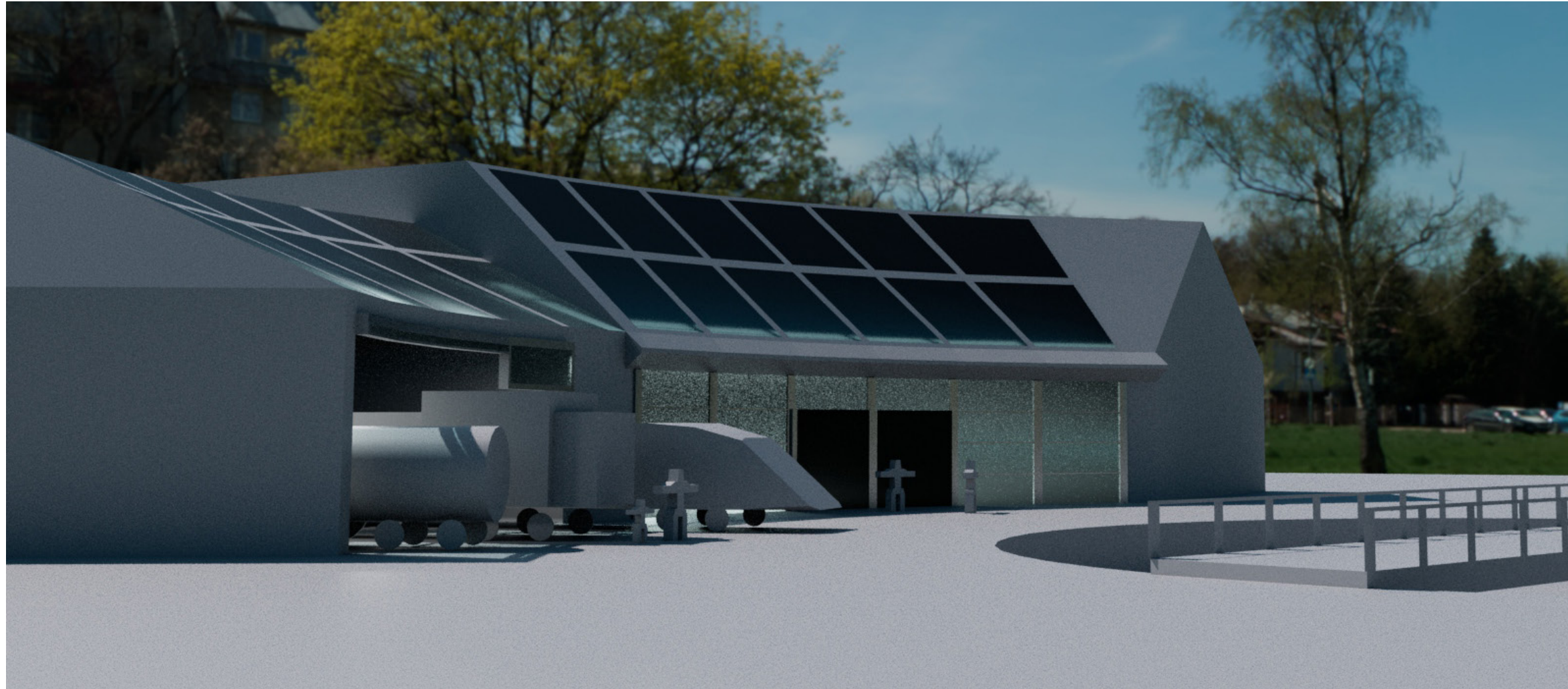
ROUNDHOUSE PARK / RIDIN' THE RAILS

Creative Direction - 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 Concept Sketch



Roundhouse Park - Early Concept Blockout

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

DEPARTING NOW FROM ROUNDHOUSE
PARK, EXPERIENCE A ONCE IN A LIFETIME
TRIP INTO RAILROAD HISTORY.

EXPERIENCE THE THE MIGHTY STEAM
ENGINES OF THE 1800S, FEEL THE ROAR
OF DIESEL GIANTS, SOAR AT LIGHTNING
SPEEDS ON HIGH-SPEED TRAINS.



STEP ABOARD THE IRON HORSE TAP
HOUSE, A LIVELY 1800S TRAIN CAR BAR
WHERE YOU ARE IMMERSED IN HISTORY.

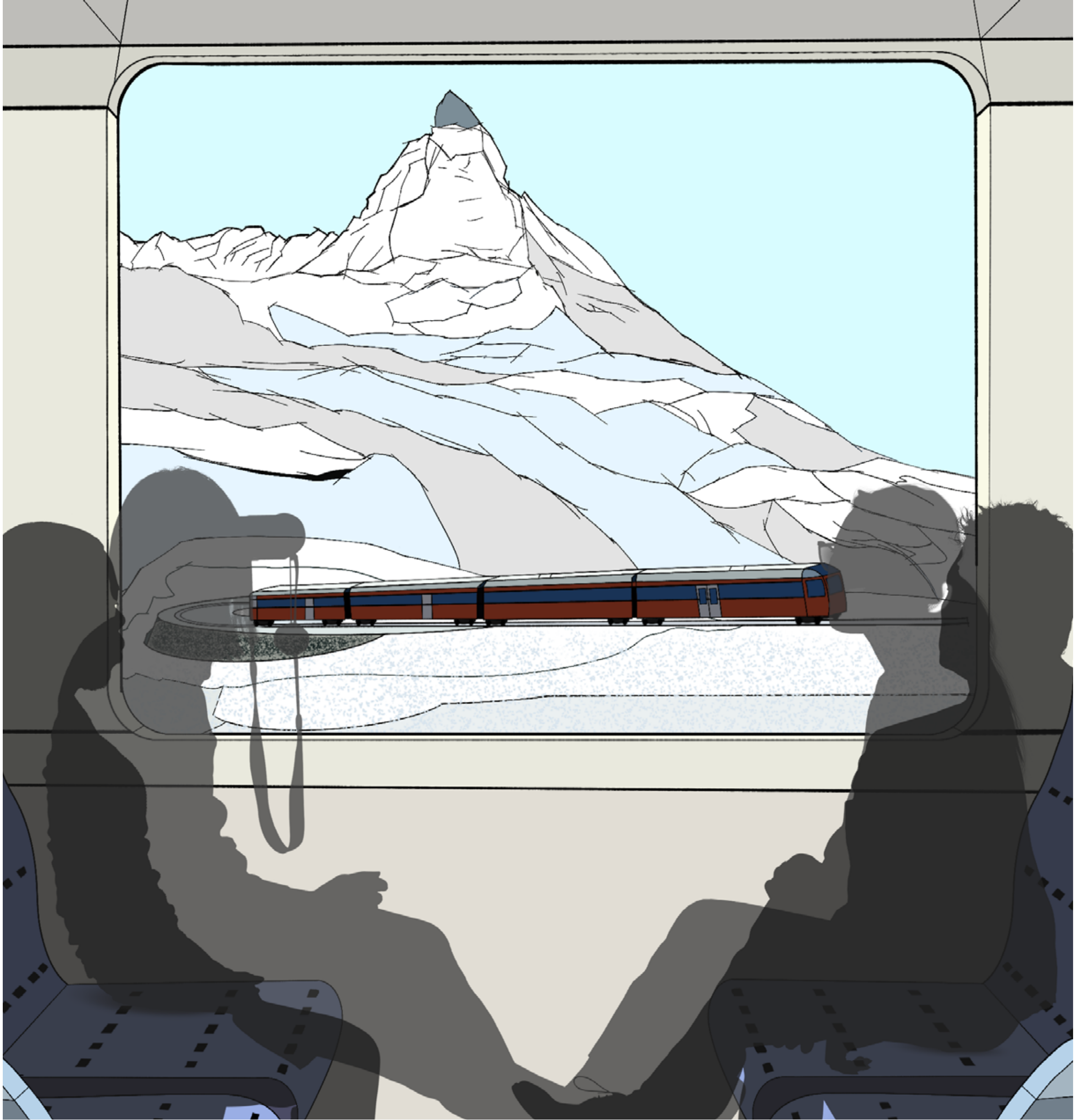




LOCATED AT
ROUNDHOUSE PARK
RIDE TODAY!



Ridin' The Rails - Concept Sketch - Entrance Into Steam Experience



Ridin' The Rails - Concept Sketches - Steam / Diesel / High Speed Experiences



Ridin' The Rails - Team Costuming Concepts



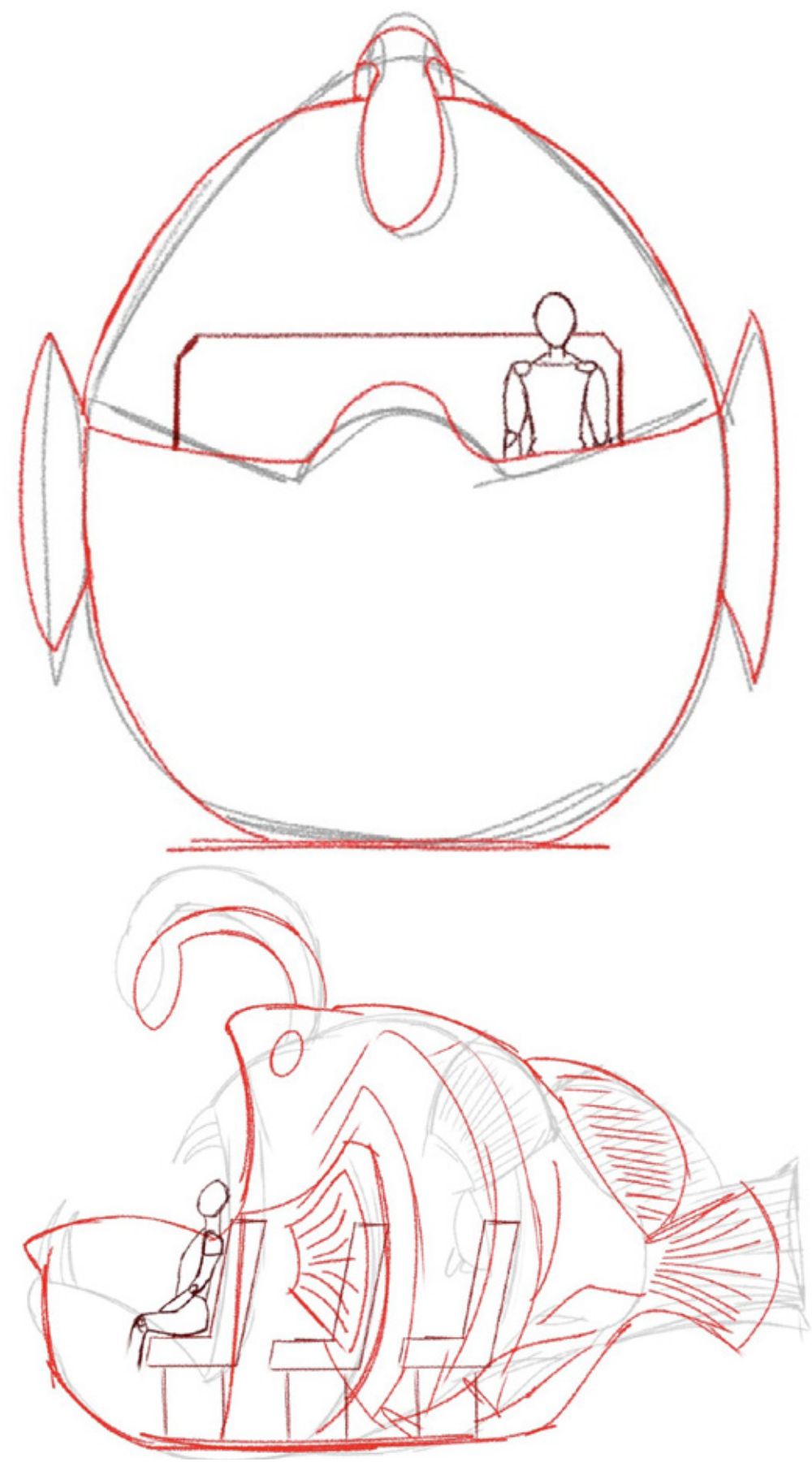
Ridin' The Rails - Bar Car Experience Concept Sketch - Procreate

05

Immersive Mini-Park

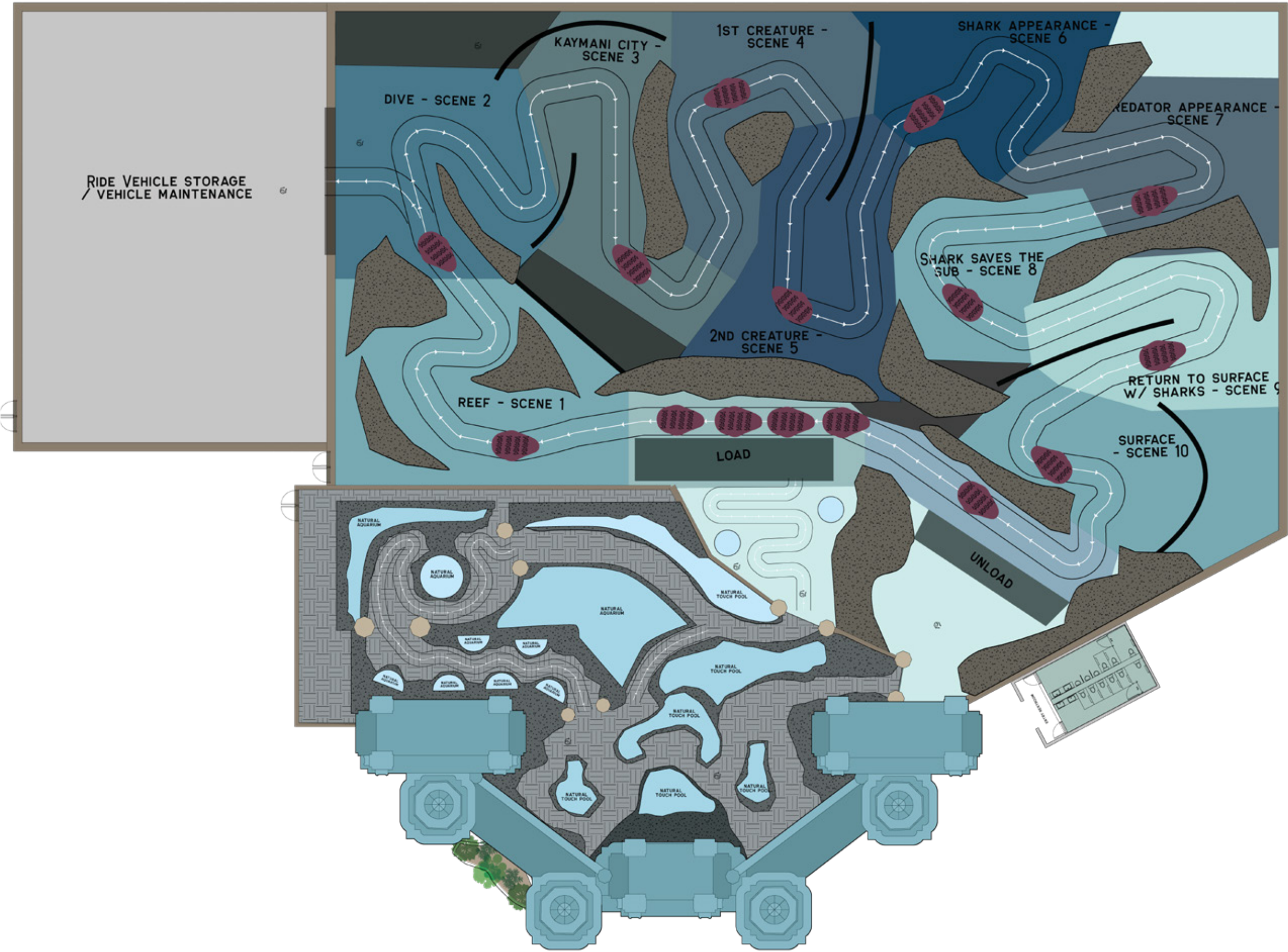
DEEP CURRENT OUTPOST

Creative Direction - 3D Modeling - Costume Design



E-Ticket - Ride Vehicle Concept Sketches

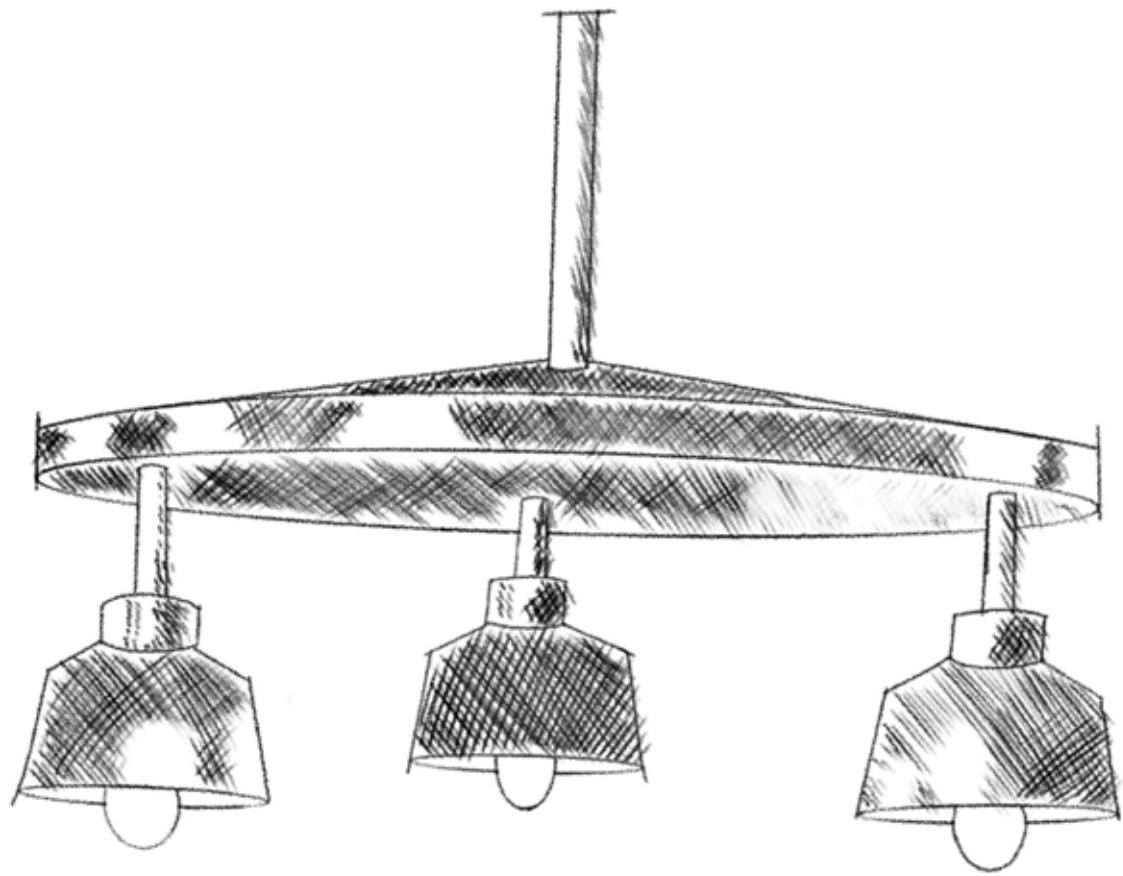
Set in a vibrant underwater world, this immersive land invites guests to interact with fantastical sea creatures and learn from the ancient Kaymani civilization, protected by guardians like Messte the mighty eel and Ahma the anvil shark. As Co-Creative Director, I led narrative development, attraction 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.



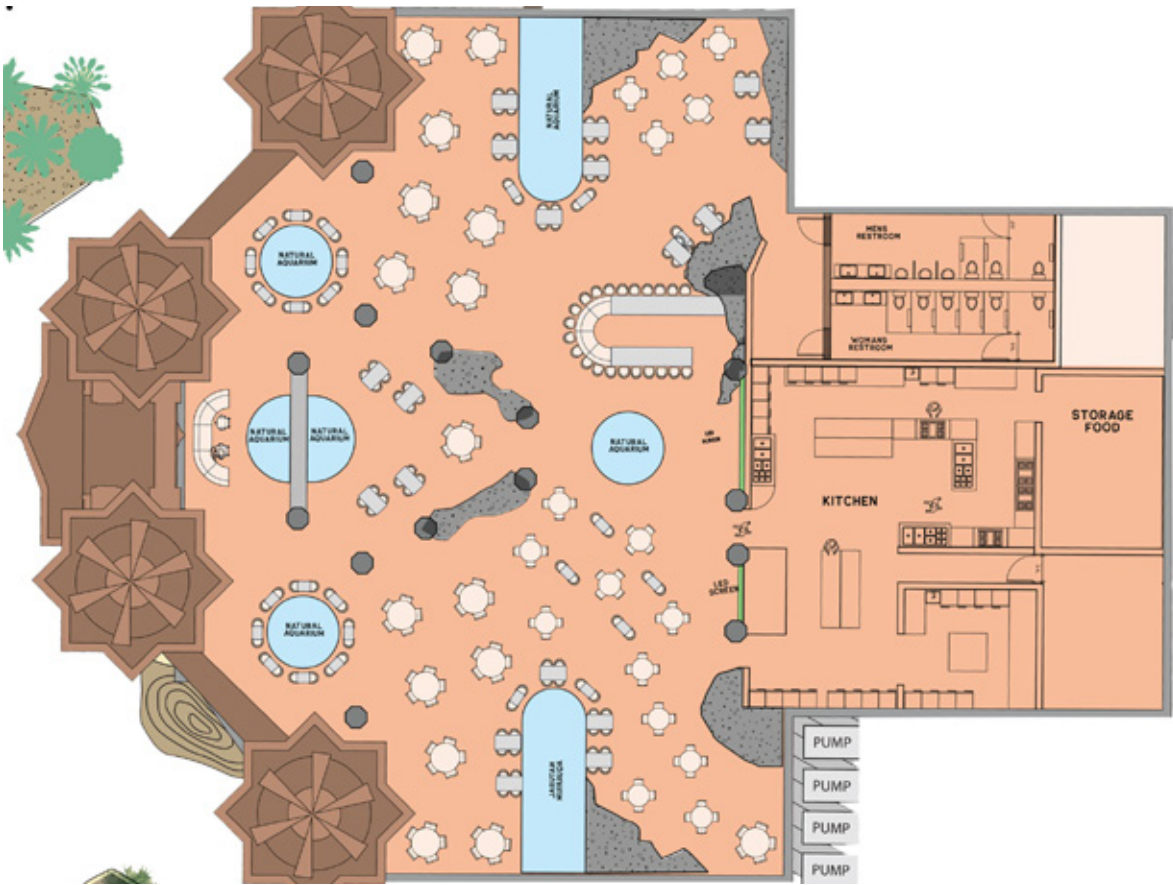
E-Ticket - Ride Path Concept - Adobe Suite



Deep Current Outpost - E-Ticket Attraction - Load Concept - Maya



Restaurant – Lighting Fixture Concept Sketch



Restaurant Floorplan – Adobe Suite

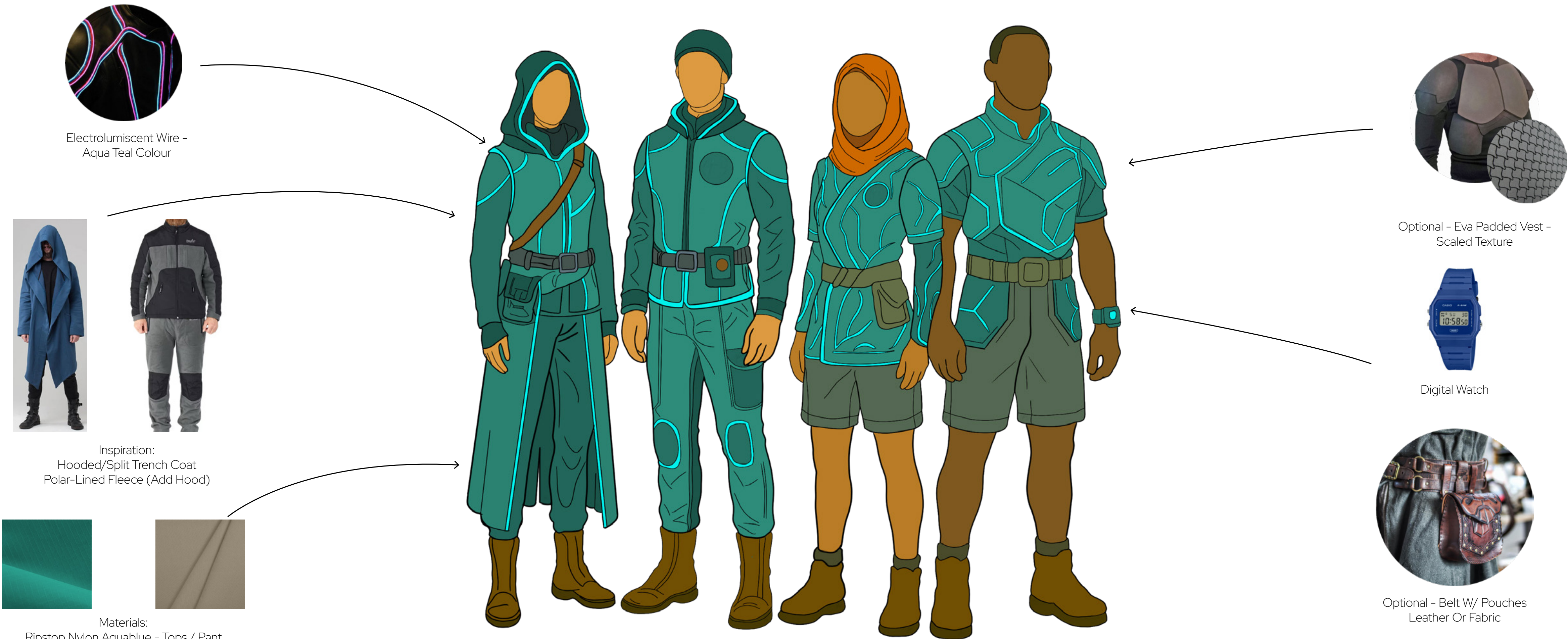


Facade Render – In Collaboration W/ Anthony Aguilar

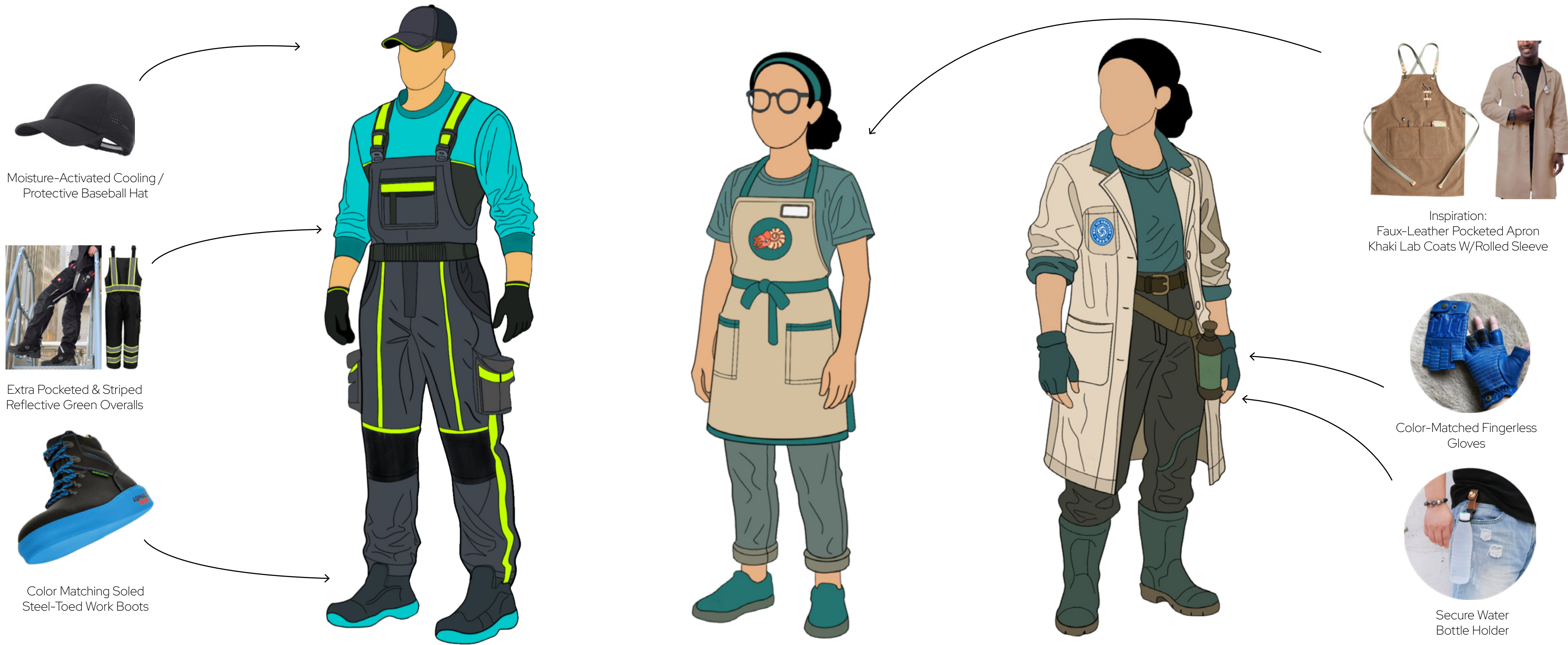


Restaurant – Hydronaut Hideaway – Maya / Adobe Suite

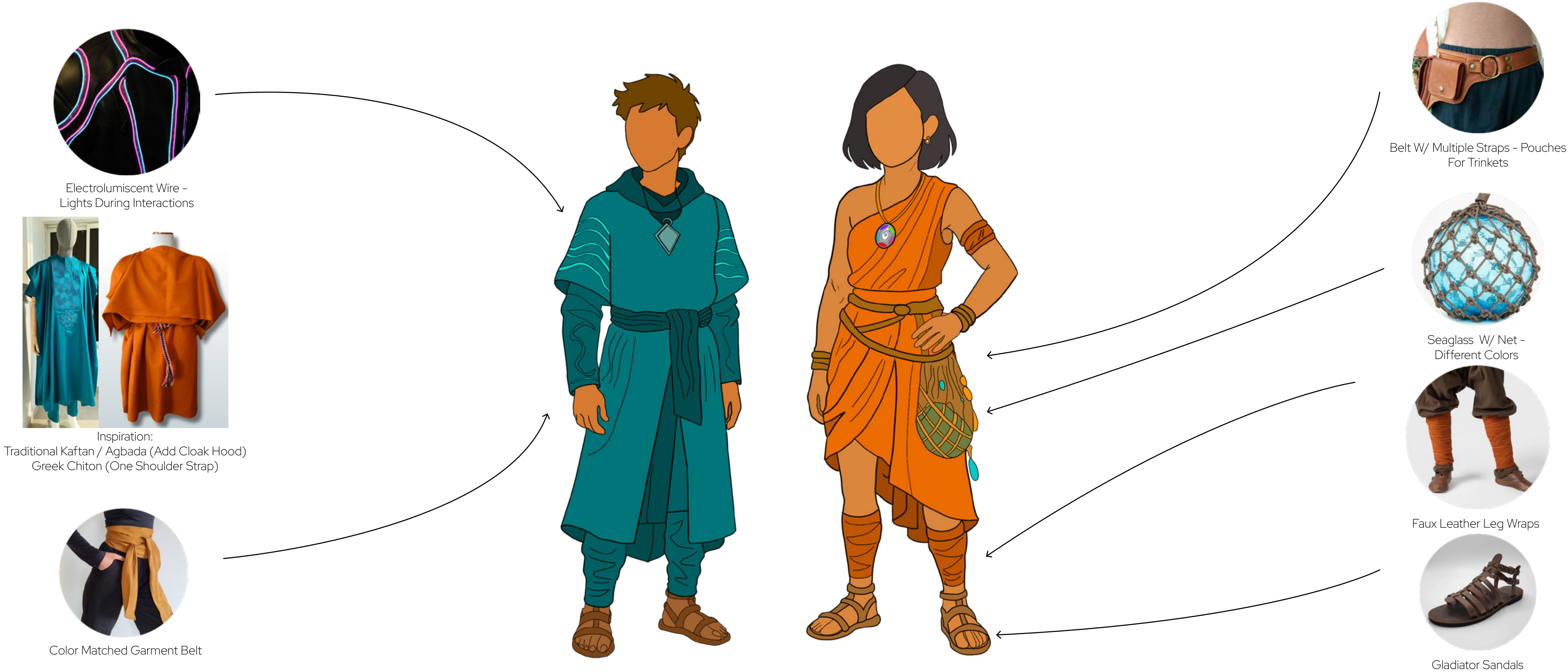
E-TICKET - RIDE OPS - COSTUME CONCEPTS

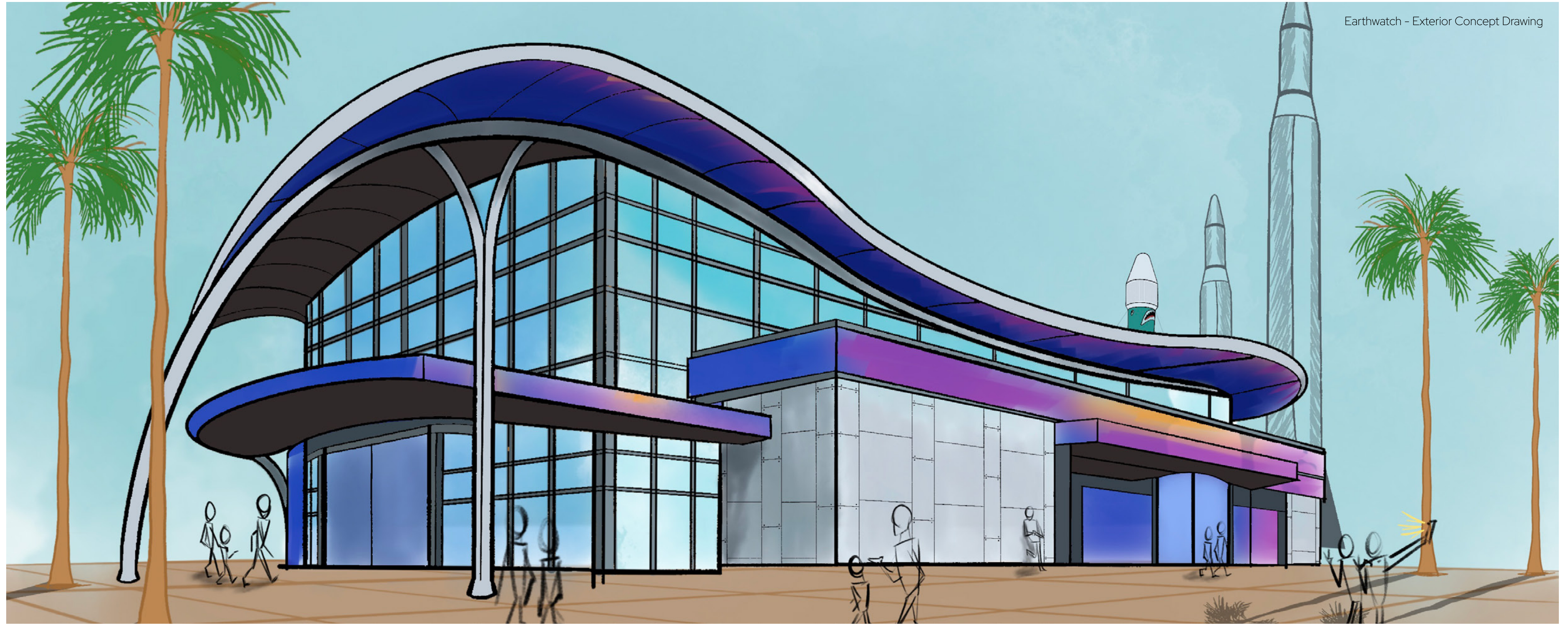


PARK MECHANIC / RETAIL / SCIENTIST - COSTUME CONCEPTS



PARK INTERACTIVE CHARACTERS - COSTUME CONCEPTS





06

Standalone Attraction

NOAA EARTHWATCH SATELLITE CENTER

Concept Development - 3D Modeling - Creative Directoion

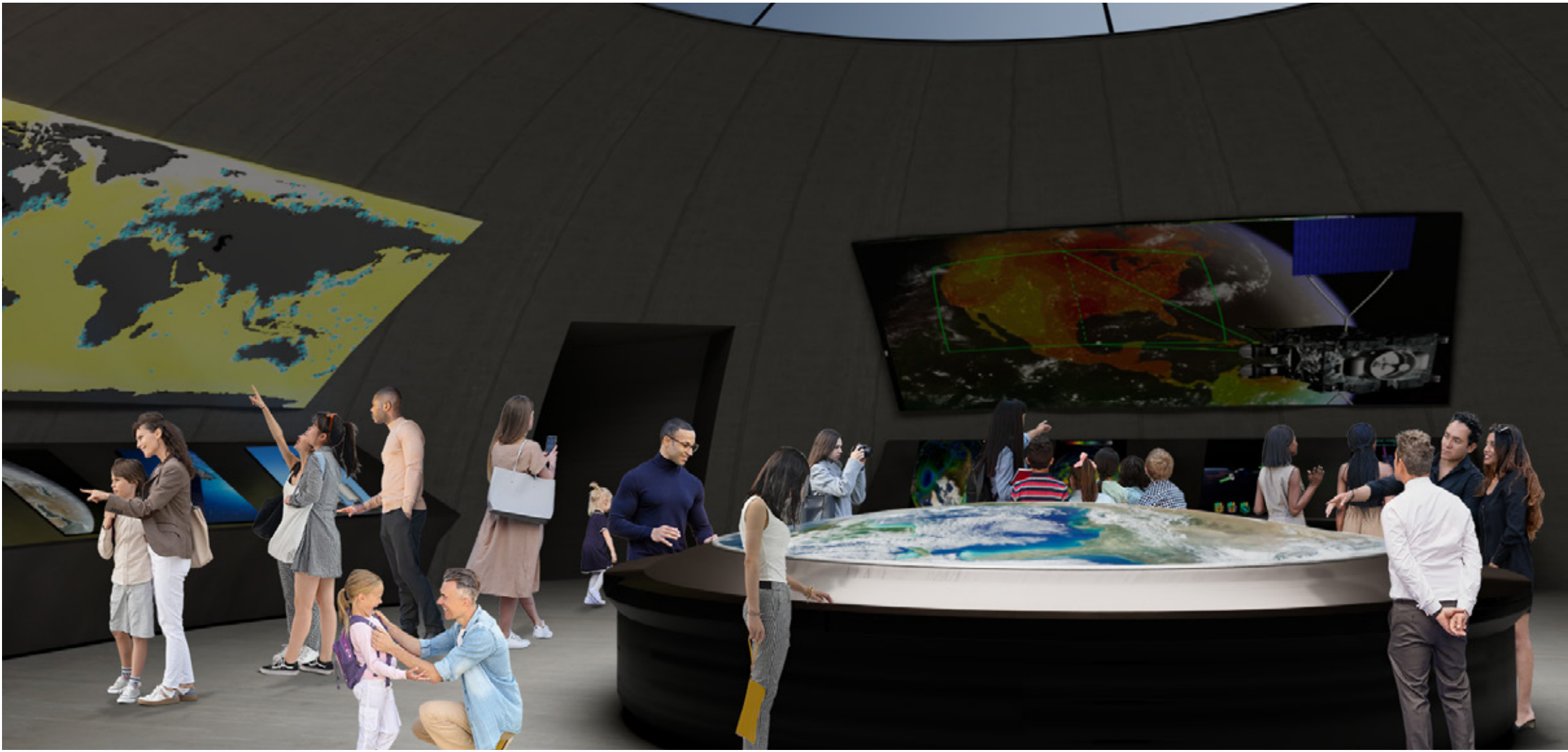
The NOAA Earthwatch Satellite Center was built to Celebrate 50+ years of NASA-NOAA collaboration. Guests explore how satellites observe weather and environmental change through interactive zones like the *Mission Weather: Launch Lab*, and *A Changing Earth: Timelines to Tomorrow*. Blending education 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.



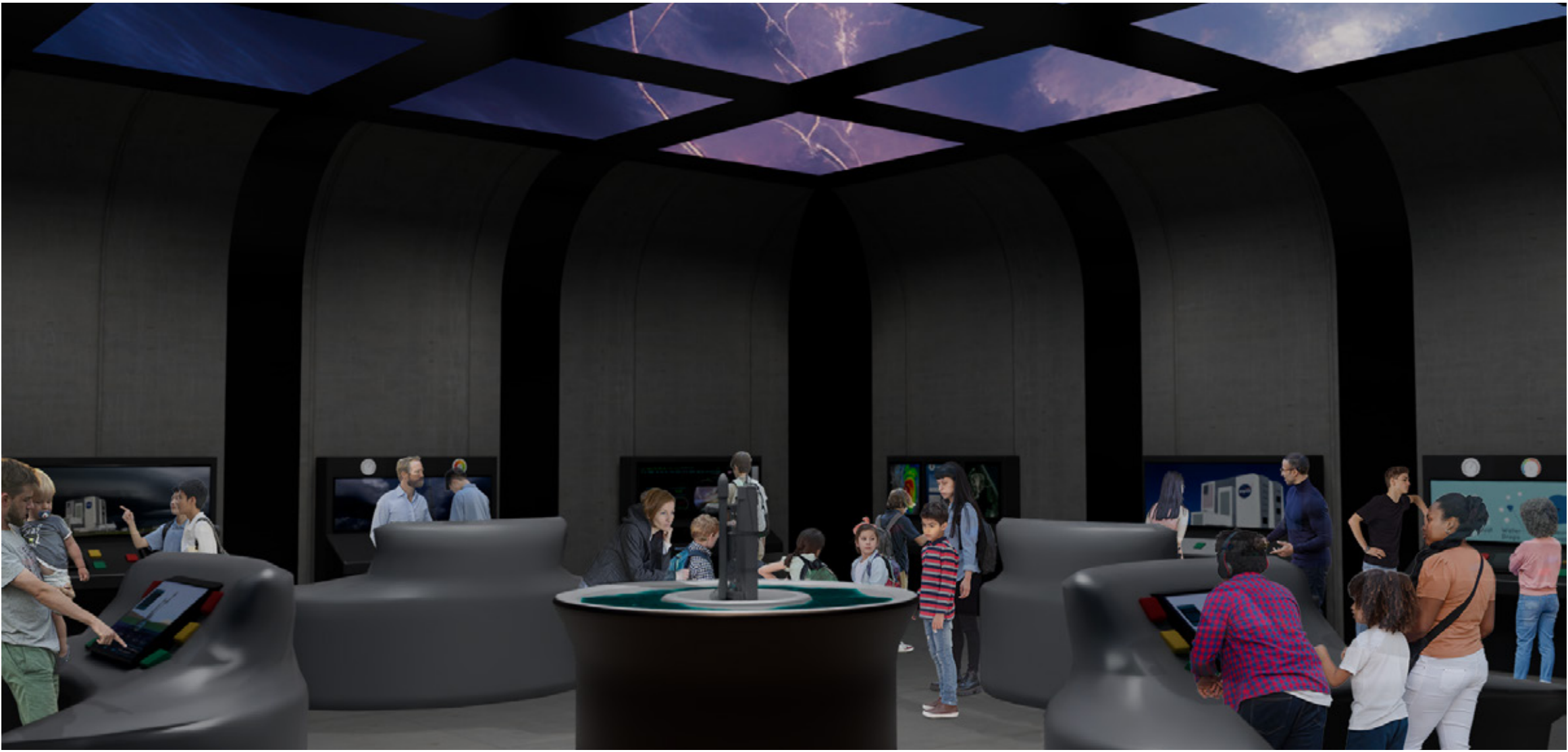
Earthwatch - Interior Concept Sketch



Earthwatch - Interior Space Rendering - Launch Lab - Normal Screens



Earthwatch - Interior Space Rendering - Timelines To Tomorrow



Earthwatch - Interior Space Rendering - Launch Lab - Storm Screens

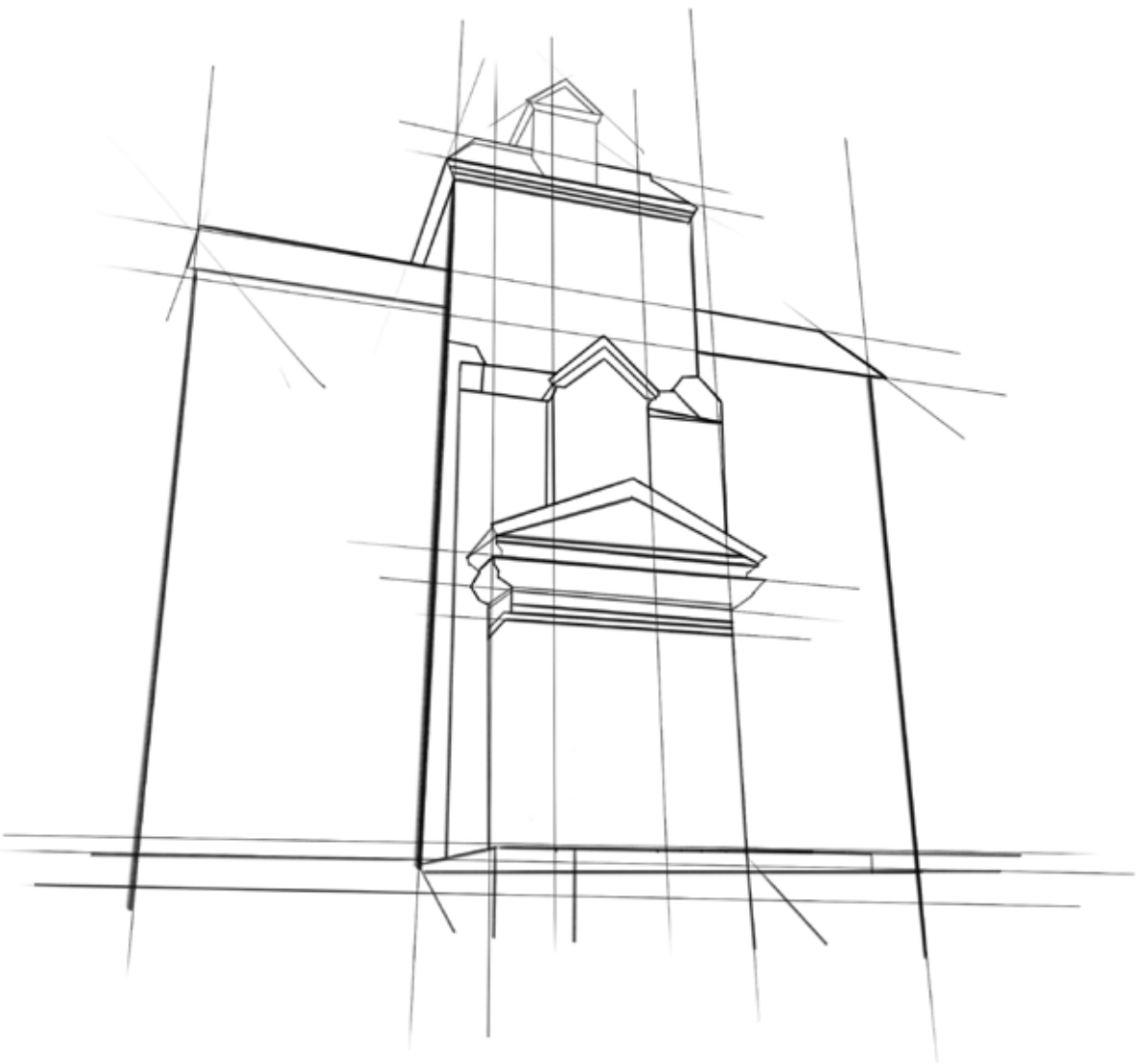
07

Universal Creative Lab

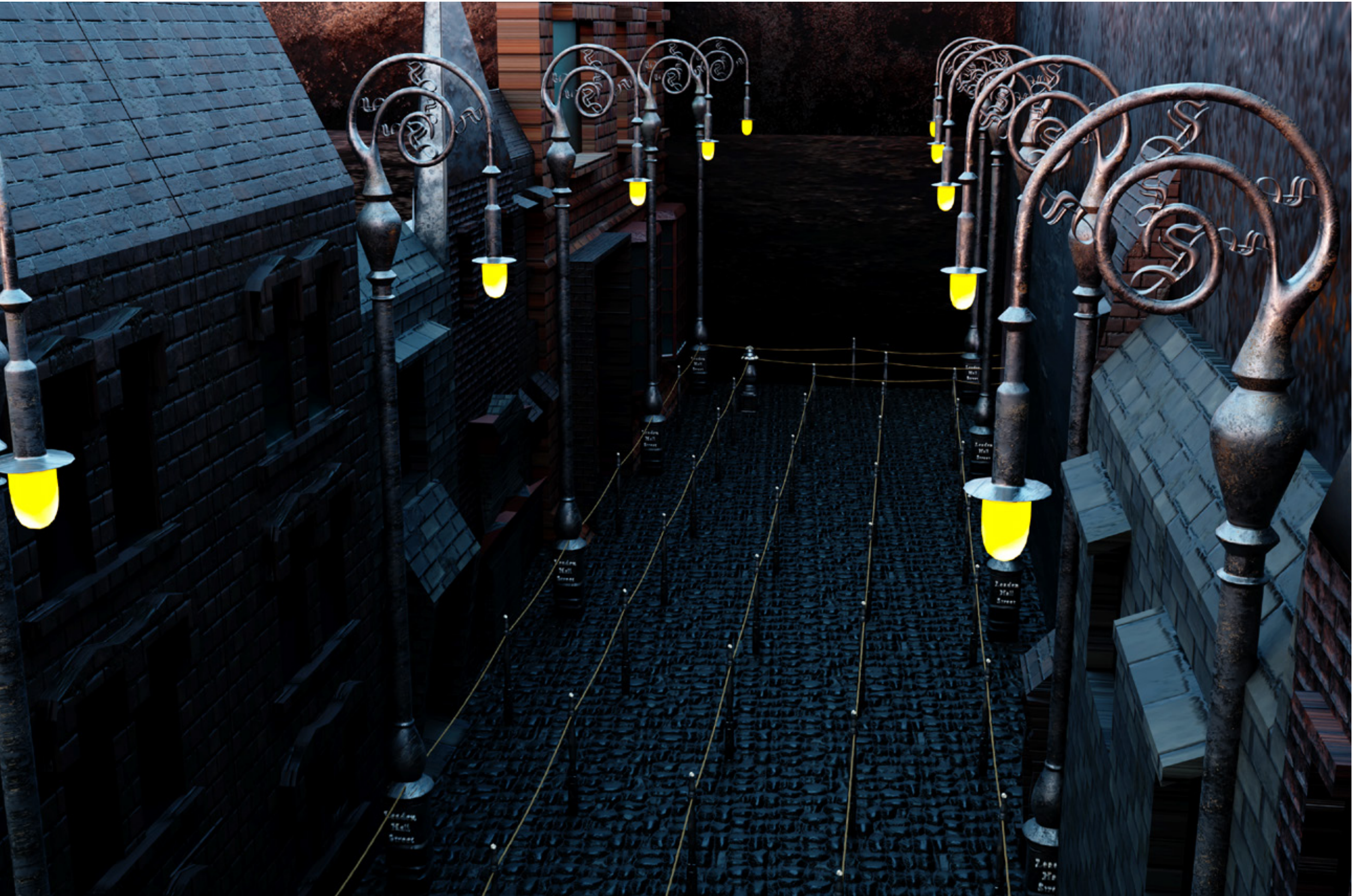
CHRISTMAS CAROL RIDE QUEUE

Queue Design - 3D Modeling

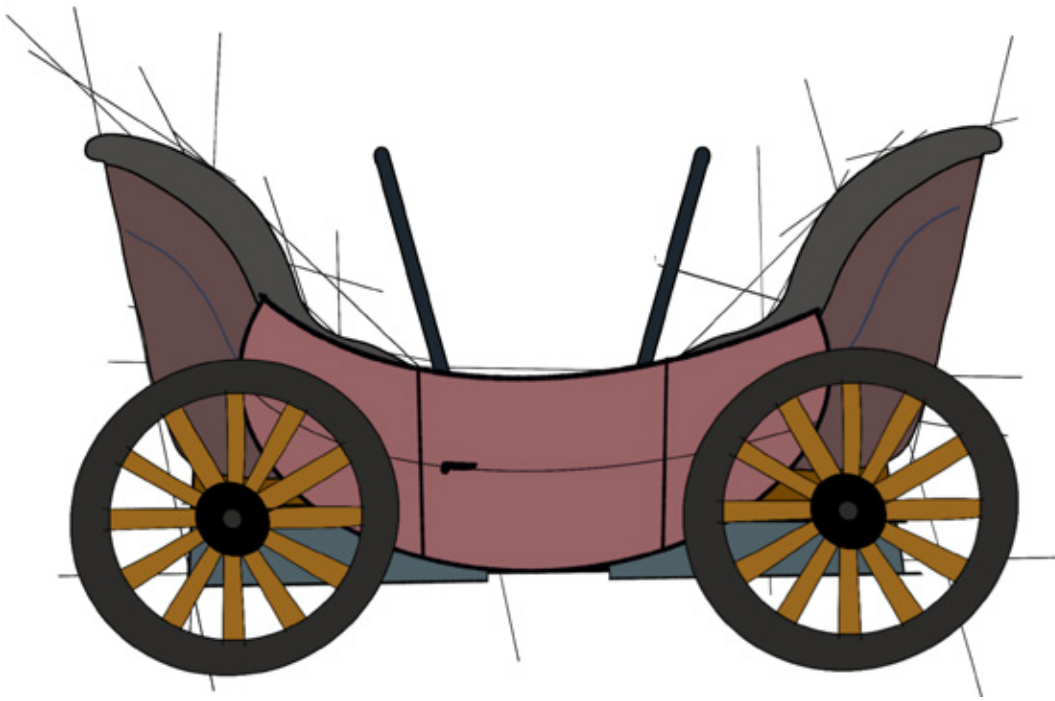
This project was developed by my partner and I in the Universal Creative Lab class at UCF. Guests ride in open, Victorian-style carriages, through richly detailed environments. We chose to design the queue, focusing on historic London facades, cobblestone paths, and gas-lit streetlamps to enhance authenticity. 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



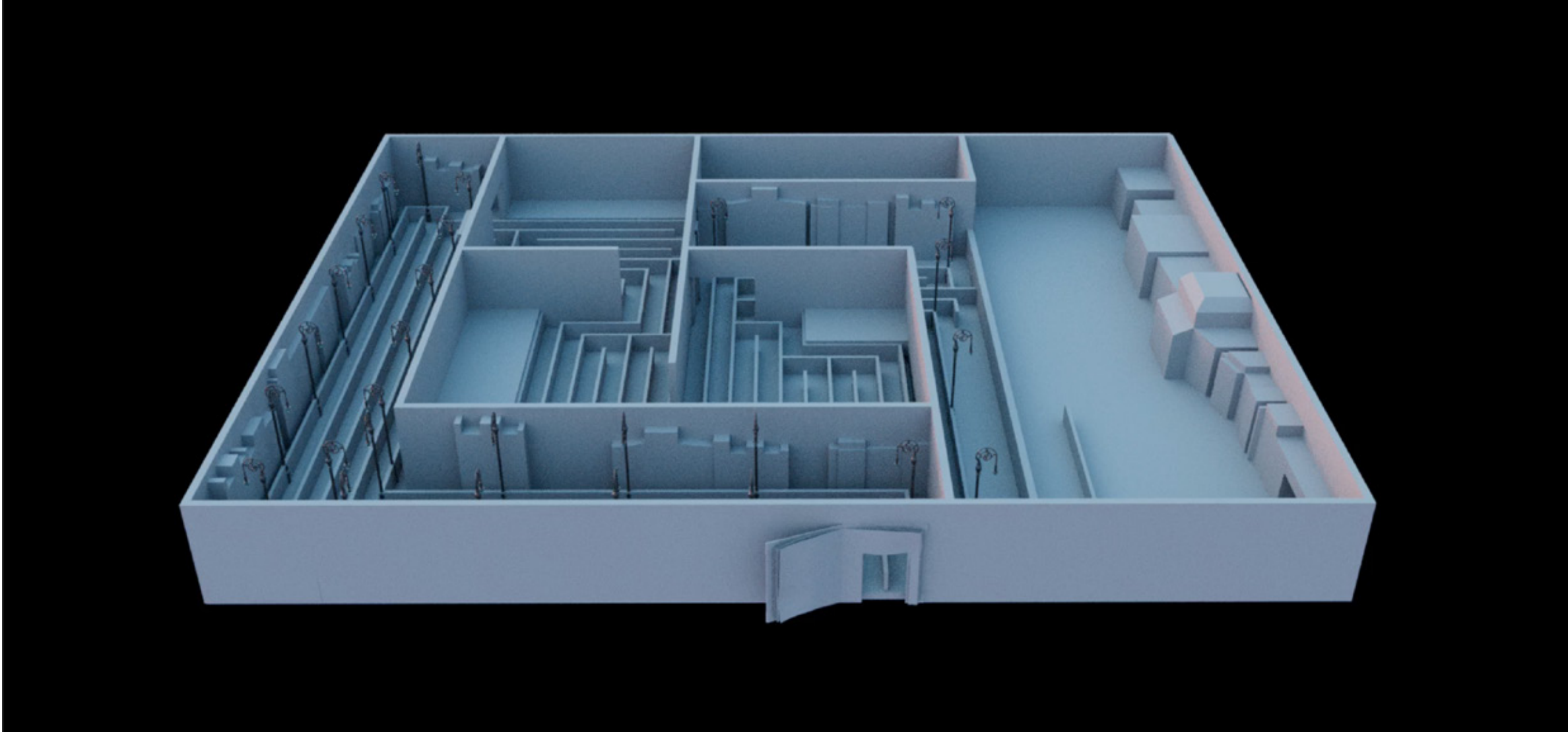
Christmas Carol - Queue Rendering



Christmas Carol - Ride Vehicle Concept Sketch



Christmas Carol - Ride Vehicle - 3D Model



Christmas Carol - Queue To Load Blockout - Maya



Christmas Carol - Queue Entrance Concept



Christmas Carol - Queue Rendering



CHRISTMAS QUEUE - LONDON STREETS - GREY MODEL



CHRISTMAS QUEUE - LONDON STREETS - RENDERED MODEL

08

Cruise Challenge Sprint

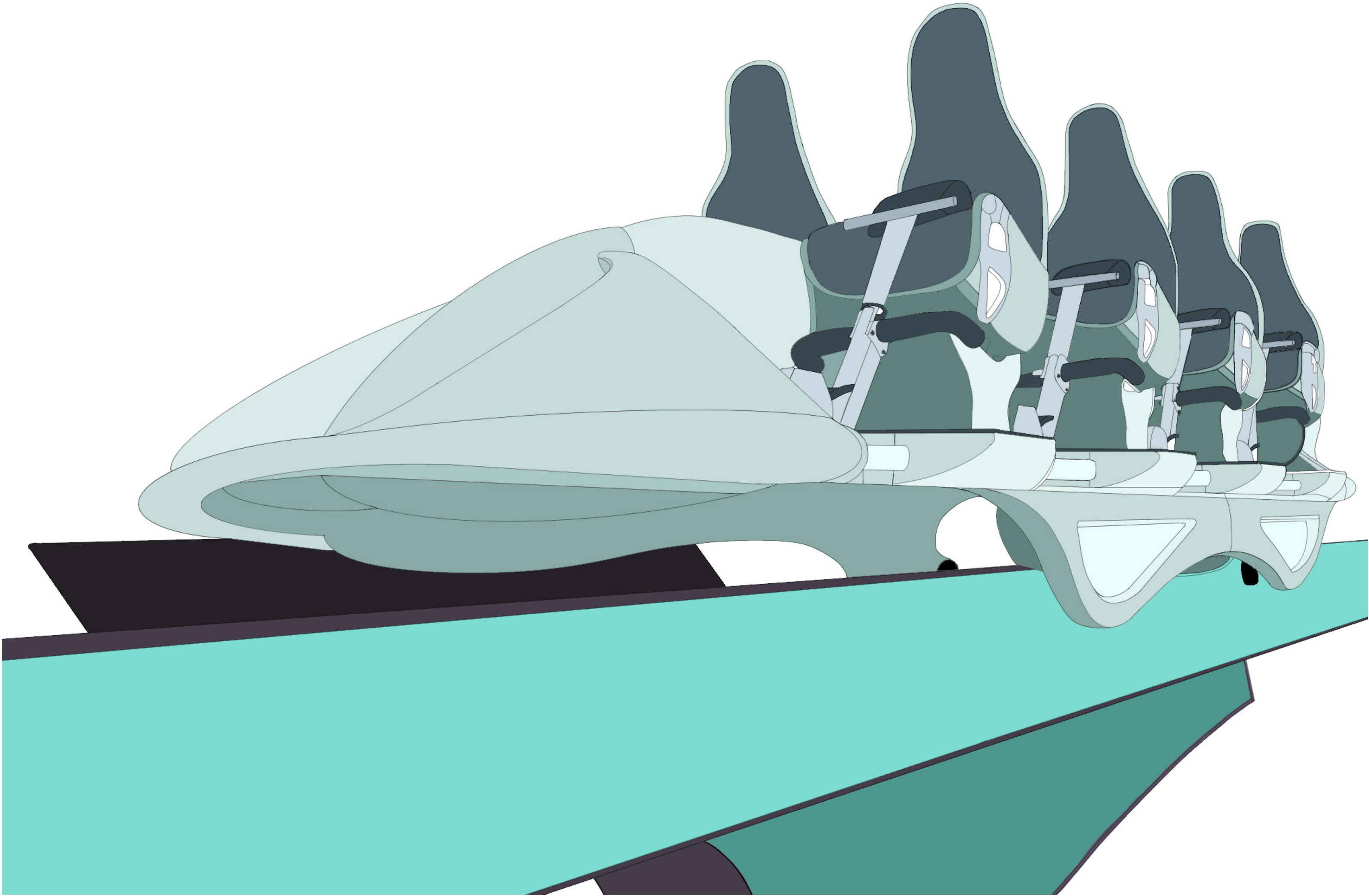
THE FORGOTTEN REEF CRUISE CONCEPT

Show Writing - Concept Design - 3D Modeling - Animatronics

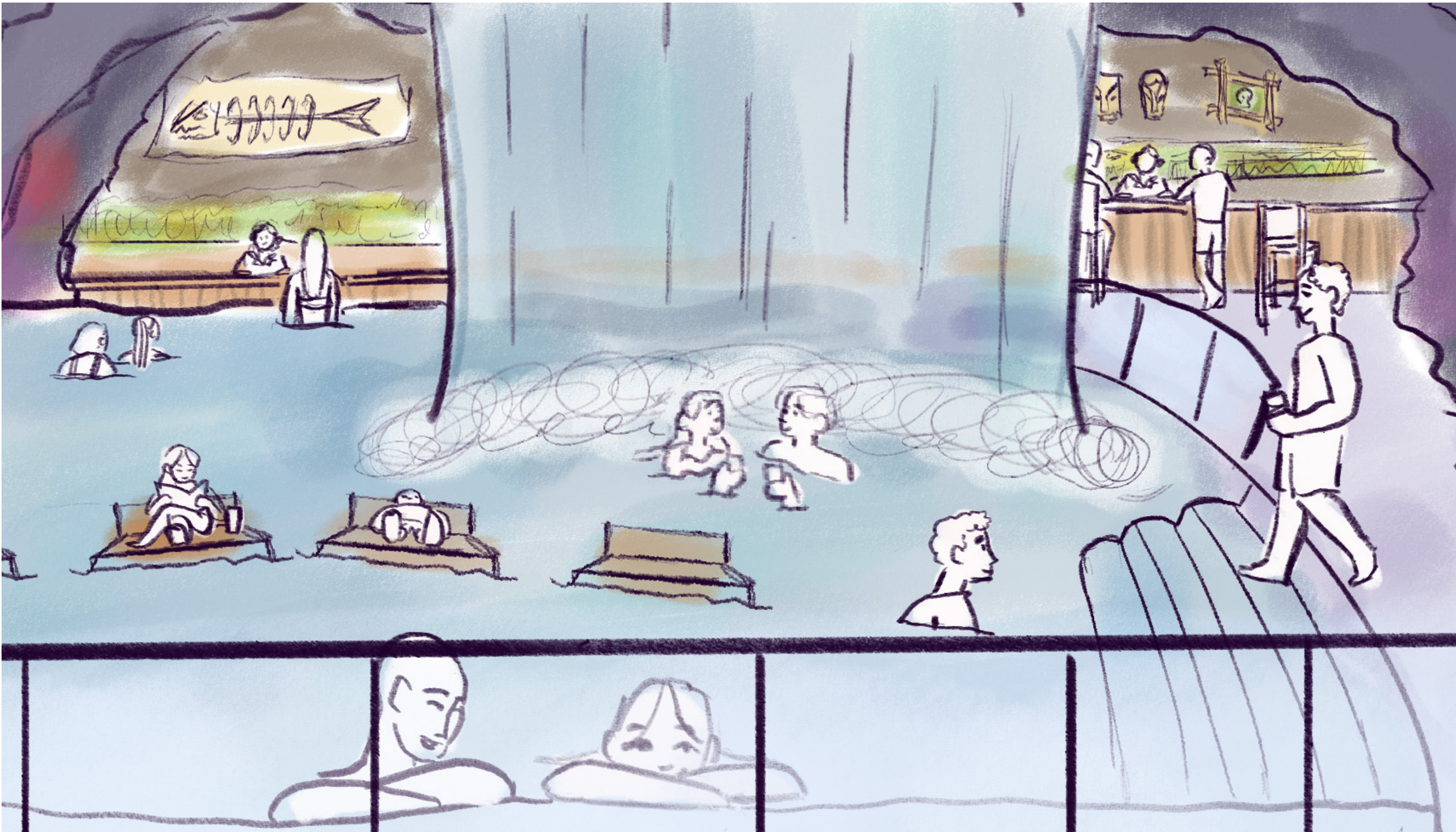
Tasked with developing a cruise-ship neighborhood concept in a one-week design sprint, my team created The Forgotten Reef: a world where pirate mythology and bioluminescent wonder power a mix of thrills, lounges, and memorable experiences. Guests move through distinct areas of the neighborhood ranging from a towering waterfall lounge with a hidden swim-up grotto, to an over-the-edge drop coaster, an animatronic-driven eel tavern and glowing mini golf, dueling launch slides, and an immersive underwater dining experience.



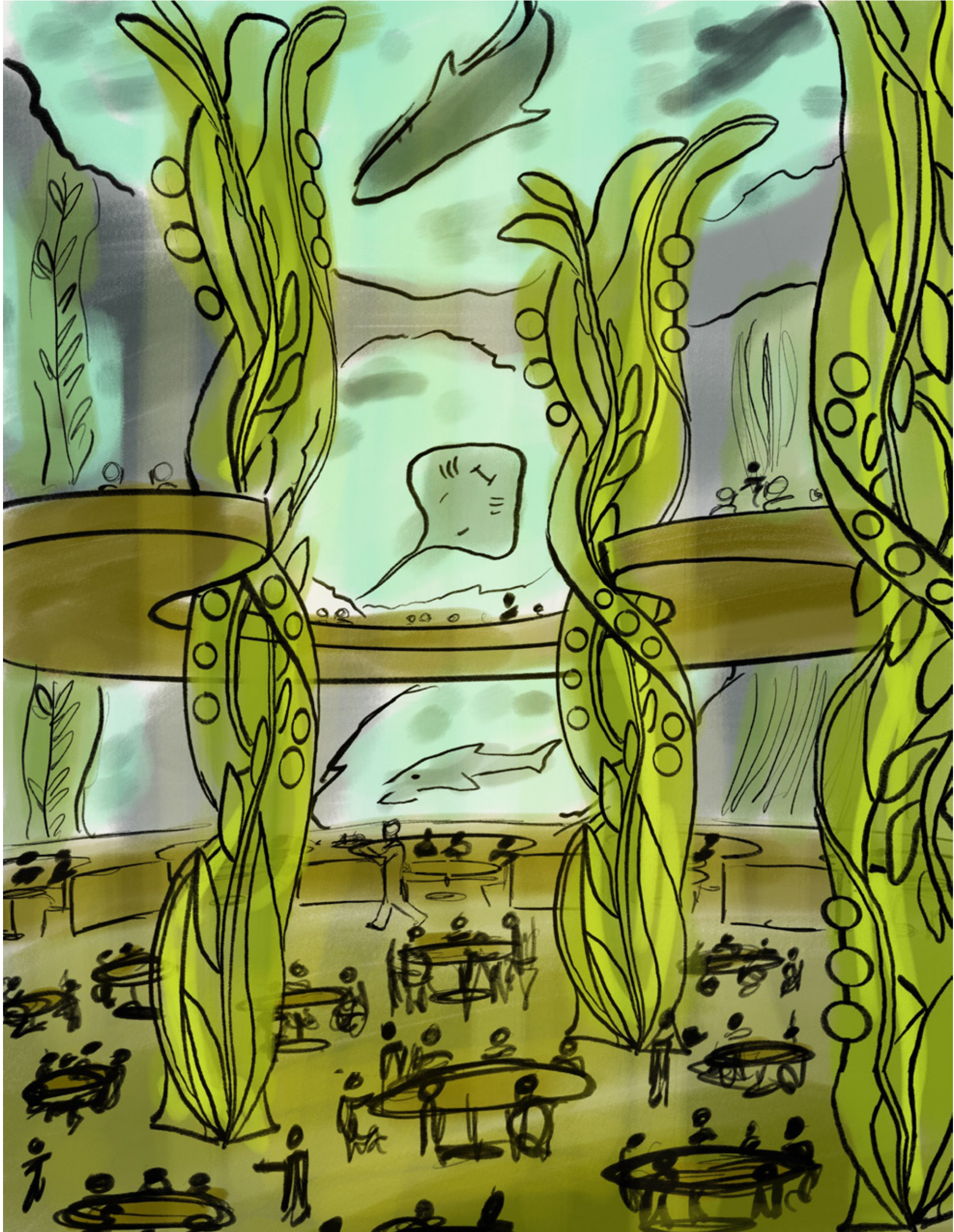
The Forgotten Reef - Concept Logo - Adobe Suite



Lookdown-themed Drop Coaster - Ride Vehicle Concept Drawing



Adventure Abyss - Concept Drawings - In collaboration W/ Kellianne Robinson



Currents Restaurant- Concept Drawing - In collaboration W/ Kellianne Robinson



Murray's Fang and Fin - Concept Drawings - In collaboration W/ Kellianne Robinson



Murray the Moray - Original Concept Art - Procreate



Murray the Moray - Animatronic Concept - [Click to view](#)

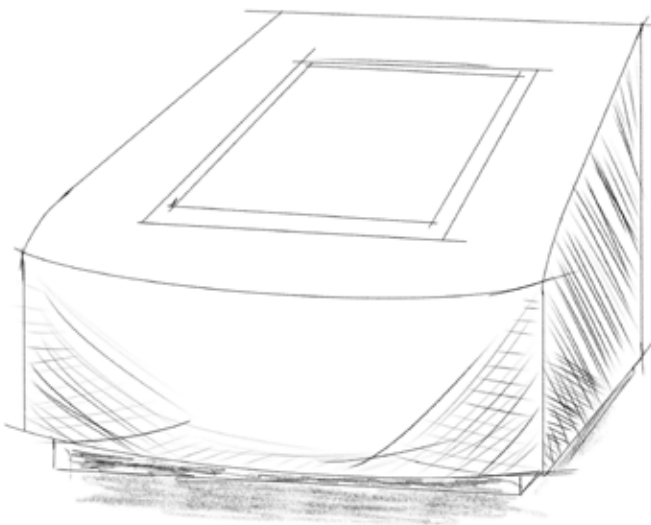
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Immersive Edutainment

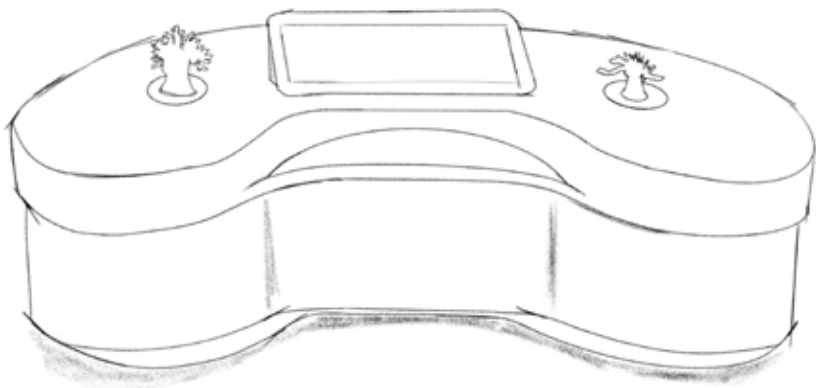
CORAL QUEST: A JOURNEY INTO REEF CONSERVATION

Concept Development - 3D Modeling - Show Writing

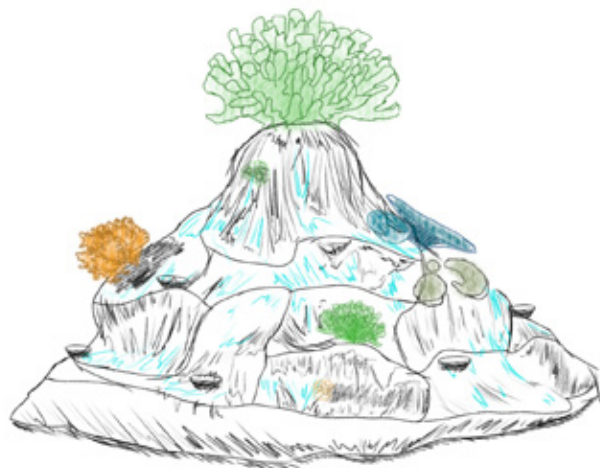
Coral Quest: A Journey into Reef Conservation is an immersive educational exhibit designed to engage guests of all ages in understanding the importance of coral reef ecosystems and the efforts needed to protect them. The experience blends interactive digital displays, hands-on workshops, and projection 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.



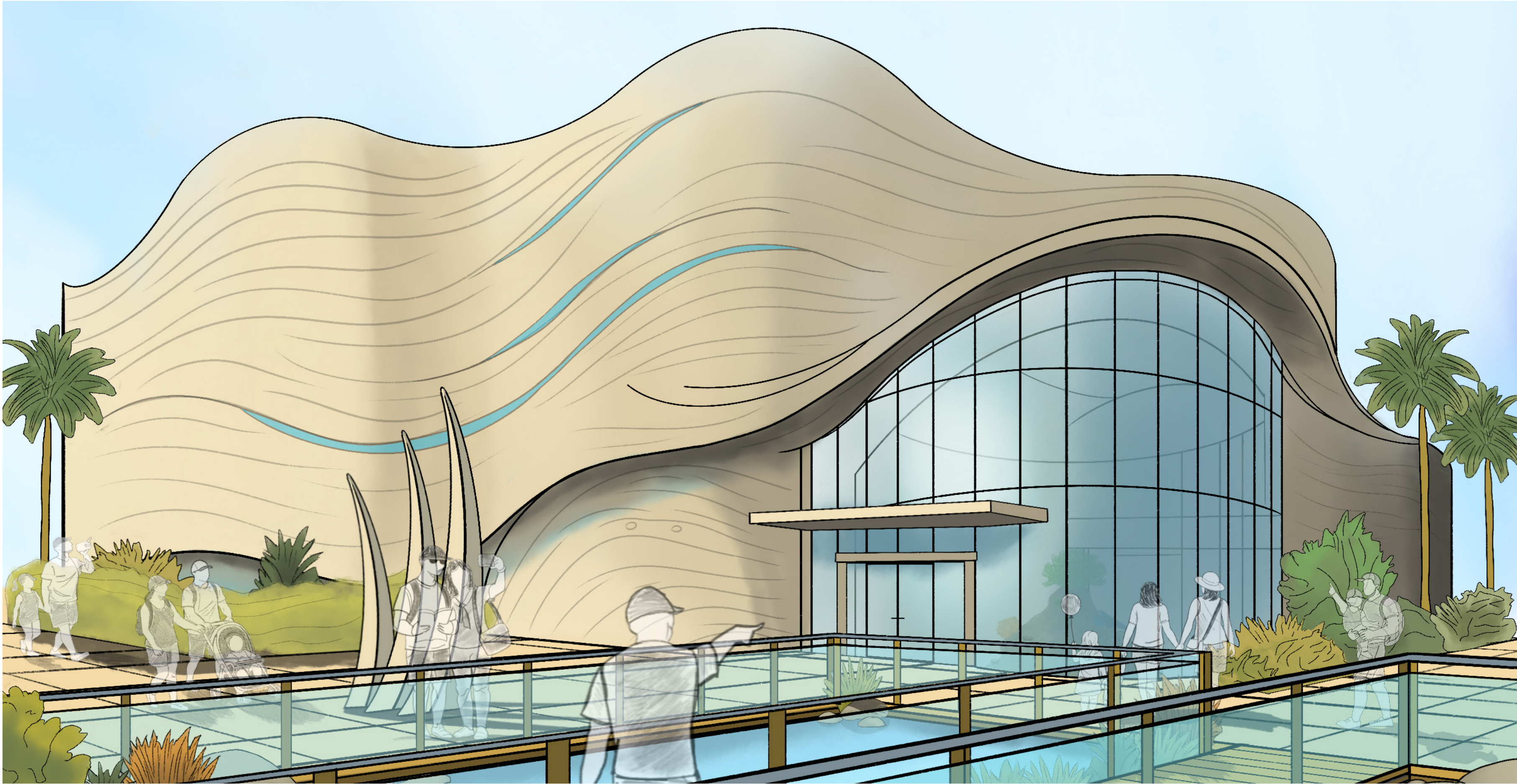
Coral Quest Room 1- Display Screen Sketch



Coral Quest Room 2 - Coral Lab Desk Sketch



Coral Quest Room 3 - Projection Mapping Concept



Coral Quest - Exterior - Final Concept Drawing



Room 1 - Discovery Room - Populated - Maya



Room 2 - Coral Propagation Lab - Populated - Maya



Room 3 - Collaborative Reef Room - Populated - Maya

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