

# Christopher B. Conti

Technical Design + Concept Design + Experience Design + 3D Design



## Objective

To work first-hand, contributing to & executing the needs of the design, development, & installations of themed entertainment, interactive exhibits & first-class experiences worldwide.

## Awards + Honors

- 2019 - THEA Award for Outstanding Achievement Museum Exhibit "The Hebrew Bible Experience"
- 2016 - THEA Award for Outstanding Achievement for a Brand Experience "Manufacturing Innovation" Ford Rouge Factory Tour
- 2011 - THEA Award for Excellence in Exhibition Award "Age of Mammals"
- 2011 - THEA Award for Outstanding Achievement "The Wizarding World of Harry Potter"

## Online Certifications

- SketchUp Pro
  - for Architecture: Fundamentals
  - Rendering Using V-Ray
- Rhino 3D
  - Essential Training
  - Photoshop for Designers: Filters
- Photoshop
  - Photoshop for Interior Design

## Education

Carnegie Mellon University  
Production Technology Management  
GPA 3.4

Art Institute of Pittsburgh  
Industrial Design Technology + GPA 3.5

## Contact

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## Connect

in [Christopher B. Conti](#)

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## Experience

### NASSAL + SENIOR TECHNICAL DESIGNER + 2022-2023

- Collaboration with clients, internal design team & project management on Universal Resorts "Epic Universe™."
- Facilitate conversations between designers, project managers, & shop personnel on design needs & issues.
- Design recommendations on process & improvements for technical design.
- Report on departmental needs & issues related to the timely approval & delivery of design documents.

### BRILLIANT FABRICATION + SENIOR TECHNICAL DESIGNER/3D MODELER + 2020-2022

- WDI Collaboration - SD, DD, & Production Design of the "Nova Corp Starblaster™" for "Guardians of the Galaxy: Cosmic Rewind™"
- WDI Collaboration - Concept & schematic level design for various undisclosed projects.
- Design Management, design bid evaluations, process & design improvements, vendor oversight & critical path oversight.

### UNIVERSAL CREATIVE + SENIOR SHOW SET DESIGNER + 2016-2020

- Concept, schematic design & development of Universal Studios Resorts "Epic Universe™."
- Schematic design & design development of "Super Nintendo World™."
- Creation of concept, schematic, & design packages for major attractions within Universal Studios Resorts both domestically & internationally.

### BRC IMAGINATION ARTS + SHOW SET DESIGNER + 2014-2016

- Implementation of technical design processes for brand destinations & cultural attractions both domestically & internationally while keeping true to the client's vision.
- Development of concept, show set & facility impact design packages developed from architectural & general contractor drawing sets & client specifications.
- Quality control of overall design intent & technical elements as they move from concept development to completed installation.

#### Projects Include:

**Museum** + Stories of the Bible

**Brand Destinations & Tours** + Ford Rouge Factory Tour, The Ryman Auditorium Backstage Tour, The Selig Experience at Miller Park

**Expos** + European Pavilion - Milan Expo

### LEXINGTON + SENIOR TECHNICAL DESIGNER + 2007-2009 & 2013-2014

- Design & development of themed show sets for domestic & international ride attractions, museum exhibits & tradeshow installations.
- Development & execution of technical show set element packages for the themed entertainment industry.
- Analysis of integrated show elements to provide insight into design complications or discrepancies.
- Quality of overall design & scenic elements that move throughout the fabrication process into completion.

#### Projects Include:

**Theme Park** + Universal Studios Orlando-The Forbidden Journey, Shanghai Disneyland-Enchanted Storybook Castle "One Upon a Time" Adventure

**Museum** + The Children's Museum of the Upstate, Kennedy Space Center

**Casino** + Potawatomi Bingo Casino, Buffalo Thunder Casino

**Retail** + The Murakami Exhibition in collaboration with Louis Vuitton - The Museum of Contemporary Art, Forever 21, Simson's Retail Store - Universal Studios Hollywood

### CINNABAR + CAD MANAGER/TECHNICAL DESIGNER + 2009-2013

- Design, development & fabrication of museum exhibits & technical design packages for network television sets & commercials.
- Implementation of current 3D design software to resolve technical design issues.
- Design & development of technical drawings based on design packages received from clients.

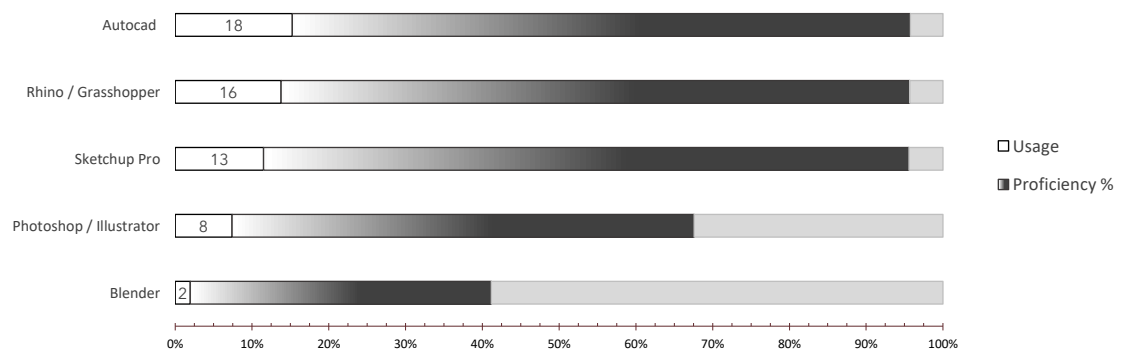
#### Projects Include:

**Museum** + NHMLA-Becoming LA & Age of Mammals, DCLA-Discovery Market & Race to Recycle, von Kármán Visitor Center

**Television** + NBC-The Biggest Loser, Your Chance to Dance, & Community-Abed's Uncontrollable Christmas, miscellaneous ad campaigns

**Retail** + Lands' End Lookout, Golden Gate Bridge Pavilion

## Software Proficiency



## Skill Sets

- 2D & 3D Development & Design
- Communication & Organization
- Project Reporting
- Team Building
- CD, SD, DD, CD Technical Drawing Packages
- Time Management
- Resource Management
- Quality Assurance