

# CHRISTOPHER B. CONTI

## Senior Experiential Design Specialist | Creative & Technical

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### Awards + Honors

- **2024 - THEA Award for Outstanding Achievement - Attraction**  
"Guardians of the Galaxy: Cosmic Rewind"
- **2019 - THEA Award for Outstanding Achievement - Museum Exhibit**  
"The Hebrew Bible Experience"
- **2016 - THEA Award for Outstanding Achievement - 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 - Attraction**  
"The Wizarding World of Harry Potter"

### Education

#### **Bachelor of Arts (BA)**

Production Technology Management  
Carnegie Mellon University, Pittsburgh, PA

#### **Associate (AA)**

Industrial Design Technology  
Art Institute of Pittsburgh, Pittsburgh, PA

### Online Certifications

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

### Links

- **LinkedIn**
  - [Christopher B. Conti](#)
- **Portfolio**
  - [Conti-Design](#)

### SUMMARY

Creative & Technical Senior Experiential Design Specialist with two decades of experience in themed entertainment, event production, show set production & design, and technical design.

### WORK HISTORY

#### **Senior Technical / Scenic Designer – Contract - Universal Orlando Resort [2023-Present]**

- Collaboration with the internal Art & Entertainment Design Dept. on "Halloween Horror Nights 2024 & 2025™."
- Fast-paced, accurate scenic and technical design development and construction packages for fabrication vendors, design fabrication method documentation, and facility impacts.
- Fabrication and Scenic walk-throughs to confirm accurate design intent.

#### **Technical Director - Contract - MDSX [2023-2024]**

- Collaboration with clients, internal design team and project management on The Franklin Institute's "Wondrous Space™."
- Facilitate direction and approval between clients, design teams, GC and fabrication vendors on design documents & facility impacts
- Design recommendations on fabrication methods for ease of installation, integration, and facility impact.
- Track and document all technical design packages for issues related to fabrication, installation, and scheduled milestones.

#### **Senior Technical Designer - Nassal [2022-2023]**

- Collaboration with clients, internal design team and project management on Universal Resorts "Epic Universe™."
- Facilitate conversations between designers, project managers, and shop personnel on design documents and issues.
- Design recommendations on process and improvements for technical design.
- Develop and design three-dimensional accurate concept and technical design packages for fabrication.

#### **Senior Technical Designer / 3d Modeler - Brilliant Fabrication [2020-2022]**

- WDI Collaboration - SD, DD, and Production Design of the "Nova Corp Starblaster™" for "Guardians of the Galaxy: Cosmic Rewind™"
- WDI Collaboration - Concept and schematic level design for various undisclosed projects.
- Design management, design bid evaluations, process and design improvements, vendor oversight and critical path oversight.
- Design and develop 2D and 3D concepts and models for technical design packages.
- Develop robust AutoCAD and Rhino packages for fabrication.

#### **Senior Show Set Designer - Universal Creative [2016-2020]**

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

#### **Show Set Designer - BRC Imagination Arts [2014-2016]**

- Implementation of technical design processes for brand destinations and cultural attractions both domestically and internationally.
- Development of concept, show set and facility impact design packages developed from architectural and general contractor drawing sets and client specifications.
- Quality control of overall design intent and technical elements from concept development to installation.
- Develop and design 3D concepts, models and schematics for technical design packages utilizing AutoCAD, Sketchup Pro, and Rhino.

#### **Projects:**

- **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

#### **Cad Manager / Technical Designer - Cinnabar [2009-2013]**

- Design, development and fabrication of museum exhibits and technical design packages for network television sets and commercials.
- Implementation of AutoCAD and Rhino design software to resolve technical design issues.
- Quality control of the exhibit element fabrication process.
- On-site Installation of exhibits.

#### **Projects:**

- **Museum + NHMLA** - "Becoming LA" and "Age of Mammals," DCLA - "Discovery Market" and "Race to Recycle," von Kármán Visitor Center
- **Television + NBC** - "The Biggest Loser," "Your Chance to Dance," Community - "Abed's Uncontrollable Christmas," and miscellaneous ad campaigns.
- **Retail + Lands'** End Lookout, Golden Gate Bridge Pavilion

#### **Senior Technical Designer – Lexington / Nassal [2007-09 / 2013-14 / 22]**

- Design and development of themed show sets for domestic and international ride attractions, museum exhibits and tradeshow installations.
- Development and execution of technical show set element packages for the themed entertainment industry.
- Analysis of integrated show elements providing insight into design complications and discrepancies.
- Quality control of overall design and scenic elements through fabrication and installation.

#### **Projects:**

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

### PROFICIENCIES

#### Software

- AutoCAD [18 yrs. exp.]
- Rhino & Grasshopper [16 yrs. exp.]
- Sketchup Pro [13 yrs. exp.]
- Blender [2 yrs. exp.]
- Lightburn [1 yr. exp.]

#### Technical Skills

- 2D and 3D development & design
- CD, SD, DD, and CD drawing packages
- File development for CNC and laser operation
- Prototype mockup design and fabrication
- 3d printing with FDM and SLA printers
- Traditional model making

#### Additional Skills

- Communication and organization
- Team building and leadership
- Resource management
- Time Management
- Project reporting