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CREATIVE DIRECTOR- PROJECT MANAGEMENT -ART DIRECTION-THEMED ATTRACTION DEVELOPMENT
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Objective:

It would be fulfilling for me to have an opportunity to work in a position that involved Designing and Project Managing Attractions for the Theme Park Industry.

My 41 years of experience working within the Amusement Parks, Feature Motion Pictures , and Theatrical Industries has given me diverse knowledge in all aspects of attraction development.

Throughout my career, I have mastered a myriad of talents from working with Physical Special Effects within the film industry; to Designing and Creating life-like themed experiences for feature motion pictures, and for theme park attractions. It all began with a young boy's fascination with magic.

Having had my own Design and Fabrication company for more than twenty years, has allowed me the opportunity to work with clients from around the globe.

Conceived the initial concept and design, which included budgeting; sourcing of materials; hiring staff, creating teams, delegating responsibilities, to fabrication, installation, managing and breaking down projects.

Developed written documentation to obtain RFP's for outside vendors and Sub-Contractors.

Created a friendly atmosphere within my client and supplier relationships, which I value whole-heartedly, and believe leads to a successful final goal.

I pride myself for being richly detail-oriented, preparing myself with research, and continually monitoring projects, as they progress. I am a quick thinker, when challenges arise, and realize decisions need to be made to keep projects on schedule and within budgets.

I believe my life-long experience is an asset to any project, and would enjoy passing on my knowledge to younger people entering into this field.

Experience:

Universal Studios, Orlando, Craftsman-July 2018-Present

I returned to Universal in Facilities in August 2018 to perform the upkeep and re-finish of the props and decorations in all three parks, as well as Citywalk.

Cinnabar Scenic-Early 2018

I was involved in various projects for this Scenic Company. My main responsibilities were for Fit and Finish of 176 5' diameter Tinkertoys for the Walt Disney Company. I performed final QC checks for Disney's Project Managers. I also was a key technician in creating statuary for Universal Studios upcoming park in Beijing.

Geist House Design, LLC, Orlando-2016-2017

I independently acted as the Project Manger, Creative Director, Designer, and Contractor in building and developing four distinctive themed rooms for an Escape Room attraction on International Drive, in Orlando Florida from August 2016-August 2017. My duties included establishing the look and design of each game. I directed Sub Contractors, Crew Management, Set Dressing, Electronic Gameplay, Prop Manufacturing, Set Building, Installation, and Paint and Finish. I oversaw the hiring of crews, working closely with the General Contractor in achieving the budgeting, and implementation of materials.

Universal Studios Orlando-2014-2017

In January 2015, I was hired, as an Animatronic Figure Finish Artist. My tasks were a showcase of my diverse talents. As part of this crew, we were responsible for the creation, repair, maintenance, and fabrication of all Animatronic Props in both Universal Orlando, and Islands of Adventure.

During the last 2 ½ years, I had been given many projects that expressed diverse knowledge of my multiple talents. I was given the task of re-envisioning the Science Fiction area of Monsters Café'. This was one of many special projects that I was assigned. I lead a crew of 6 Team members, and developed working drawings from an artist

conception rendering. I executed the design, pre-fabricated all of the components, and installed the final product in time for Halloween Horror nights 2016. I was tasked with creating Designs and renderings for new Retro Ray Guns, which were accepted and manufactured by me and fellow crew members.

In August of 2016, I was temporarily re-Assigned to the Make-up department for Horror Nights 2016. There I have assisted in mold making, running foam and silicone

appliances, puppets, fabrication of props, and applying Make-up and Prosthetics to actors in their diverse roles on a nightly basis.

After Completion of my duties for Horror Nights 2016, I returned to Figure Finish. I once again assumed the responsibilities as a Figure Artist, and oversaw the crews for re-paint and refurbishment of fiberglass characters in Bluto's Barges Attraction, a position I held for the last three years. I also worked to re-fabricate Fiberglass components for Jurassic Park River Adventure. I remained with Universal until April of 2017, at which time I was offered a Creative Fulltime Position. I left Universal on excellent terms, with a letter submitted by me thanking them for an amazing opportunity.

Edge Designs & Theme Decor, Inc. (Creative Director)-1996-2012

Founded Edge Designs and Theme Decor, Inc. in 1996. Served as a one-stop custom design and fabrication company of scenic themed sets; animatronic and robotic displays; sculpting; mold-making; special effects make-up; theatrical rigging; lighting and audio effects.

Each project began with an initial client creative meeting.

Researched convention and show site locations for fire code regulations and area regulations.

Created written proposal and computer renderings for client's approval, and/or modifications.

Designed and built proprietary sets for company branded product displays.

Designed floor plans for client and convention center personnel, concerning electrical, carpet and drapery, tables and chairs, and set pieces.

Designed signage and banners.

Provided on-site management during shows.

Attraction/Retail Industry

I worked to develop retail seasonal merchandise for Take-One, LLC, a major retailer in the marketplace. I own three patents, and worked with Chinese based manufacturers to ensure products meet our specifications. Part of this process involved creating models, prototypes, and master tooling. Many of my items were sold commercially through Walmart, Walgreens, and thousands of Dollar Stores.

Directed my crew's construction of haunted attractions that I had designed for amusement parks such as: Warner Bros. Movie World Park in Australia; Horror Attraction in the Ukraine; Circus-Circus Adventure Dome in Las Vegas; Silverwood Theme Park in Idaho; Wet-N-Wild in Phoenix, and several privately owned haunts around the U.S.

Each project began with creating a storyline and characters; which lead to designing the floor plan lay-out, devising a decorative scheme for each of the rooms, and the creation of blueprints. Full and comprehensive budgets were created to achieve financial success upon completion of the event.

Managed the construction of walls, and facades. Created and built custom animatronics, original sound effects, and specialized lighting. Selected appropriately related set dressing and costuming.

I guided the on-site installation of these mazes, set dressing and decor, lighting, special effects audio.

Coordinate International Shipping of Turn-Key Attractions for overseas Parks and Venues.

To effectively meet short deadlines, I set up jigs and formed team assembly production lines to complete the construction process efficiently.

Educated and managed employees on their individual projects by providing a computer rendering, blueprints, materials list, and a description of the client's expectations.

Clients:

A small listing of the various clients that I have had the pleasure to work with are:

Corporate

Intel, Motorola, SOLO Cup, Shamrock Foods Company, SYSCO, Anthem Outlet Stores, Bank of Virginia, James Productions, Markon Produce, American Roland, and the Guantanamo Bay Military Base, etc.

Amusement Parks

Wet -n-Wild/Phoenix, Warner Brothers Movie World Theme Park/ Australia, Knott's Berry Farm, Six Flags, Busch Gardens, Cedar Fair, Universal Studios, United Kingdom Tully's Farm, Poland Museum, and Karkov, Ukraine, among many U.S. haunts and amusement parks.

Motion Pictures-1984-1994

A few of the 30 Films I have worked on-

Tombstone	Blank Check	Body Snatchers	Young Guns II
Posse	Blue Sky	The Stand	The Sandlot
Bill and Ted's Excellent Adventure			

A Comprehensive Portfolio and Show Book is available upon request.

Professional and Personal References available upon request.

Skills & Knowledge - Animation:

Animatronic designer with a background in engineering movements with motors, hydraulics, and air programmable animation controls; which include audio synchronization.

Systems Familiar With:

Gilderfluke, Boo Box, Efx-Tek , Pololu Servo Controls, Pneumatic Systems.

Skills & Knowledge-Computer:

Adobe Photo Shop, Adobe Illustrator, Sony Vegas, Sound Forge,
Turbo Cad, IMSI 3D Designer, and Google Sketch Up.
Microsoft Power Point, Excel, Office

Photography, Videography, Motion Picture Lighting

Education:

Graduated Sunnyslope High School, Phoenix, Arizona

AAS Degree, Photography/Technical Theater at Phoenix College, Phoenix, Arizona

Professional Organizations:

IAAPA

IAHA

International Brotherhood of Magicians

Awards:

IAHA Award, Vendor of the Year, 2010, Development of Unique Products and Service.

Mountain States Telly Award, Director, Equinox, 30 sec. spot for Attraction.

Mountain States Telly Award, Art Director, 30 sec. spot, Consumer Credit Council.

Mountain States Telly Award, Special Effects, 30 sec. spot, Discount Tire.

Personal Information:

Married, to Wife Ann, (Co-Owner of Edge Designs & Theme Decor, Inc.), for 24 years.

Avid golfer who enjoys playing in the Universal Studios Golf League.

Still active in the Art of Magic.



To whom it may concern:

I have had the pleasure of knowing Matt for over 30 years and during that time we worked together on many projects. Matt was always ahead of me in his skills regarding special effects and took me under his wing and taught me so much. In fact, I don't think I would where I am in my career without his friendship and guidance.

Matt has always been the kind of person who had pleasure in sharing information with others and in turn he learned from them only to increase his skills.

Matt is a natural leader and a team player when it comes to working with people. He is very respected and people will go the extra mile for him without any hesitation.

I believe that Matt will be an amazing asset to your company and will bring fresh ideas along with him.

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