

NICHOLAS K. DONOVAN

CREATIVE DESIGN / DESTINATIONS & EXPERIENCES

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DESIGN EXPERIENCE

THG CREATIVE / PASADENA, CA

SEPTEMBER 2019 - JUNE 2020 / OCTOBER 2021 - PRESENT

UNIVERSAL STUDIOS JAPAN - ATTRACTION / SHOW DESIGNER ■ ● ▲

HEALTH FIRST WELLNESS VILLAGE - DIMENSIONAL DESIGNER ■ ●

UNIVERSAL CREATIVE / ORLANDO, FL

SEPTEMBER 2016 - AUGUST 2019

SUPER NINTENDO WORLD (HOLLYWOOD & ORLANDO) - SHOW/SET DESIGNER ■ ● ▲

UNIVERSAL'S EPIC UNIVERSE - ATTRACTION DESIGNER ◆ ■ ● ▲

THINKWELL GROUP / LOS ANGELES, CA

JUNE 2013 - MARCH 2016 / JULY 2020 - OCTOBER 2021

WARNER BROS. STUDIO TOUR TOKYO - ASST. ART DIRECTOR ◆ ■ ●

SEVENS GROUP - (SAUDI VENTURES) - ASST. ART DIRECTOR ■ ●

WARNER BROS. WORLD (ABU DHABI) - PARKWIDE MODELER ◆ ■ ● ▲

EONTIME WORLD (HARBIN, CHINA) - SHOW/SET DESIGNER ◆ ▲

FERRARI WORLD (ABU DHABI) - SPYCHASE - SHOW/SET DESIGNER ●

OPÄK CREATIVE / PASADENA, CA

FEBRUARY - AUGUST 2016

MNC PARK (BOGOR, INDONESIA) - PARKWIDE MODELER ● ▲

TVS / ATLANTA, GA

AUGUST 2008 - FEBRUARY 2009

CAPITAL GROUP (INDIANAPOLIS) - JR. CORPORATE DESIGNER ◆ ■

AI GROUP DESIGN / ATLANTA, GA

APRIL 2007 - JULY 2008

THE TOWER ON PIEDMONT (ATLANTA) - JR. INTERIOR DESIGNER ◆ ■ ●

WESTIN INTERNATIONAL DRIVE (ORLANDO) - JR. INTERIOR DESIGNER ◆ ■

SYMBOLS DENOTE FOLLOWING DESIGN PHASES:

BLUE SKY STUDIO ▲

CONCEPT DESIGN ●

SCHEMATIC ■

DESIGN DEVELOPMENT ◆

SKILLSET

PRE-VISUALIZATION & RENDERING

SPACE PLANNING / CIRCULATION

AREA DEVELOPMENT & SITE PLANNING

FF&E / MATERIAL SELECTION

HAND DRAFTING

MODEL-MAKING

VISUAL RESEARCH

ARCHITECTURAL HISTORY

MILLWORK DESIGN & DETAILING

FILM-MAKING / SET DESIGN

SOFTWARE

SKETCHUP & LAYOUT

ENSCAPE

LUMION PRO

AUTOCAD

PHOTOSHOP

ILLUSTRATOR

INDESIGN

VECTORWORKS

REVIT

EDUCATION

AFI CONSERVATORY

LOS ANGELES, CA / 2011 - 2013

M.F.A. - PRODUCTION DESIGN

SAVANNAH COLLEGE OF ART & DESIGN

SAVANNAH, GA / 2002 - 2007

B.F.A. - INTERIOR DESIGN

BACKGROUND

MOTIVATED AND COLLABORATIVE DESIGNER CELEBRATING FIFTEEN YEARS OF PROFESSIONAL EXPERIENCE IN THE AREAS OF ARCHITECTURAL DESIGN, ART DIRECTION AND 3D MODELING FOR THEME PARKS, RESORTS, ATTRACTIONS, MUSEUMS AND BRANDED GUEST EXPERIENCES. TWO ADDITIONAL YEARS OF HANDS-ON TRAINING IN PRODUCTION DESIGN FOR FILM AND TELEVISION ENHANCE A PRE-EXISTING CAREER IN INTERIOR DESIGN FOR COMMERCIAL ARCHITECTURE FIRMS.

NAVIGATES AMONG MULTIPLE DISCIPLINES AND WEARS MANY HATS WELL. MAINTAINS A LIFELONG PASSION FOR THE DESIGN OF BUILDING FACADES, AREA DEVELOPMENT, AND DESIGNING DYNAMIC SPACES DIRECTLY AT GUEST LEVEL THROUGH ALL PHASES OF DESIGN- FROM BLUE SKY AND CONCEPT ITERATION TO DETAILED DESIGN AND CONSTRUCTION DOCUMENTATION.