Ethan J. Moore

(727) 252-3227 • ethanmooredesign@gmail.com • www.ethanmooredesign.com

EXPERIENTIAL DESIGN WORK

Art and Scenic Design Intern | Universal Studios Orlando   **May 2023 - Aug 2023**
- Collaborated with designers and other interns on revising color elevations, SketchUp models, and show direction for Universal's annual marquee events.
- Evaluated contractors' progress for inconsistencies between the design intent package and fabricated material.
- Reviewed and corrected errors in construction and design packages before being sent to bid.
- Conducted set dressing and creating props as a team member to be used in several haunted houses and scarezones for Halloween Horror Nights 32.

Show Writer / Designer | Fisherman's Village Halloween Event   **Jan 2023 - May 2023**
- Collaborated with a team to develop and research themes and ideas for the various experiences.
- Pitched deliverables to the client and made corrections based on feedback and notes.
- Wrote and developed story beats, show direction, and conceptual treatments for several of the proposed experiences as the lead show-writer.
- Helped to create scenic/set design in accordance with approved story beats, aesthetic choices, and visual references using SketchUp, Enscape, and AutoCAD software.

Asset Manager / Designer | Ringling College of Art and Design   **Aug 2023 - Dec 2023**
- Created and developed SYNERGY with a team of collaborators under the guidance of a project sponsor and client.
- Assisted in the development of a brand and style guide, contributing the color guide and mission statement.
- Developed the bubble plan and block plan for the gallery space based on the initial sketches provided.
- Wrote several sections of submitted paperwork, including the PMP, SOW, project charter, and course syllabus.

Show Writer / Scenic Designer | Ringling Nights of Fright   **Oct 2021 - Present**
- Worked in a fast-paced environment with short deadlines to create and present several pitch decks for unique immersive experiences and campus-wide events.
- Collaborated with concept artists to ensure visual cohesion in each experience through lighting, costume design, set design, and special effects.
- Developed written, visual, and schematic deliverables utilizing Microsoft Word, SketchUp, Enscape, and AutoCAD.
- Led meetings with the team to make certain that designers were hitting scheduled deadlines and were coordinating with one another to create a coherent product.

SKILLS

- Skilled with using SketchUp, AutoCAD, Revit, Maya, Rhino, Unreal Engine, and Enscape to create concept models, CAD sheets, and schematics.
- Experienced in Microsoft Office and familiar with Adobe Creative Suite programs, including Word, Excel, and Illustrator.
- Willingness and aptitude for learning new skills and software.
- Strong written and verbal communication skills with an affinity for creative writing and storytelling.
- Enjoys working both collaboratively and independently.

RELATED ACTIVITIES & AWARDS

- **Haunted Design Association at Ringling College of Art and Design** | President   **Aug 2023 - Present**
- **TEA NextGen at Ringling College of Art & Design** | Member   **Sep 2021 - Present**
- **Best of Ringling** - *President's Award* | DADA: An Interactive Exhibit   **April 2024**
- **HauntComp** - *Best Overall* | The Damnation of Alexandria: Scrolls of the Fallen   **July 2024**

EDUCATION

Ringling College of Art and Design | Sarasota, FL 34234   **Sep 2021 - May 2025**
Bachelor of Fine Arts - Entertainment Design
Minor in Creative Writing & Minor in Art History
Additional Courses in Business