

Major Projects

Themed entertainment projects are the crossroads of many scopes coming together to execute the creative intent. My experience as a show producer is the best demonstration of my ability to drive production, while maintaining design quality.

Raptor Encounter – Universal Parks and Resorts (Opened Spring 2020)

Concept Phase - Design Development

Associate Producer – Universal Creative

- Task: Led creative team through the concept and design development effort to relocate and refresh the Raptor Encounter experience based on the Jurassic World IP. Collaborated with operations stakeholders, IP partners, and corporate executives to produce the set and landscape for one of the parks' most popular entertainment offerings.
- Main Responsibilities: Developed show scope of work for RFP's. Managed design team, facilitated internal/external stakeholder approvals, maintained show team's schedule and budget.



Images Provided by Zoe Perlow

Sesame Street Land – SeaWorld Orlando (Opened Spring 2019)

Autism Certified Experience

#1 Best New Attraction – 2020 USA Today's 10 Best Reader's Choice Award

Blue Sky - Design Development

Owner's Rep: Associate Producer – Deep Blue Creative Studio

- Task: Provided logistic and creative support to senior creative leadership during concept development, then served as supporting producer to lead ride development scope for six flat rides.
- Main Responsibilities: Led IP partner management for ride scope, managed design vendor deliverables, maintained theming budget, produced theming RFP's and awarded bid.

This project was in production as SeaWorld Orlando was in the process of becoming a Certified Autism Center. The needs of those with Autism and their families were heavily considered in the making of this highly immersive land.



Images Provided by Seaworld Parks and Entertainment

Oscar's Wacky Taxi – Sesame Place (Opened Spring 2018)

Autism Certified Experience

IAPPA 2018 Brass Ring Award For Best Kiddie Ride

Blue Sky – Project Opening

Owner's Rep: Producer and Creative Lead – Deep Blue Creative Studio

- Task: Creatively led and managed design development of the park's largest attraction to date within budget and schedule.
- Main Responsibilities: Managed IP partner expectations, facilitated all stakeholder approvals, and managed multiple theming vendors, Also partnered heavily with internal marketing department to creatively support digital and event marketing campaigns

This ride was produced as Sesame Place was in the process of becoming the first theme park to become a Certified Autism Center. The needs of those with autism and their families we heavily regarded during the development of this experience.



Battle For Eire – Busch Gardens Williamsburg (Opened Spring 2018)

Re-Themed Simulator Attraction With VR Upgrade – Blue Sky - Project Opening Date

Owner's Rep: Associate Producer – Deep Blue Creative Studio

- Task: Assisted creative lead throughout the development and production of all media, technical, and thematic elements required to re-theme simulator attraction into an updated VR experience.
- Main Responsibilities: Contributed creative writing treatments and assisted in final script development. Assisted creative producer in cross collaboration with multiple vendors to meet creative intent. Coordinated project milestones with vr development deliverables. Heavily involved with marketing team to support promotional campaigns. Assisted with stakeholder approvals to meet expectations for a successful opening.



Pseudonym Productions – When Shadows Fall (Summer/Fall 2016)

Assistant Stage Manager & Interactive Game Designer

- Concept Development Phase: Assisted production team with concept development for quest and gaming experiences for one of the major player storylines.
- Pre-Production: Assisted team with logistic needs for auditions, casting calls, and deliverables needed to complete the interactive set.
- Production: Assisted production team with various production needs, guest service, safety management, and supporting the Stage Manager's duties.
- Also served as a back-up Assistant Stage Manager - controlling time sensitive show cues, supporting technical needs, and assisted in addressing actors needs.
- **Event Run Time:** 10 Weeks
- **Total Guest Attendance:** 1000+ players



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Our world's imaginative spaces are designed to entice discovery of endless secrets, allowing players to safely push personal boundaries, take risks, reap rewards – and face consequences.

Created by a team of professional designers, engineers, technicians, and performers, this multi-sensory experience blends gaming, theater, and interactive storytelling in riveting new ways.

**This is the future of live entertainment.
Live it in Orlando – only from Pseudonym Productions.**

Images Provided by Pseudonym Productions