Andrew Costello

Composites Fabricator

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andycostello.com

ABOUT ME

Scenic Artist specialized in managing Fiberglass production for the world's major theme parks. My background is in sculpture, mold making, lamination and construction of animatronic figure finish. I created laminate systems, using fire rated materials and wrote new variances that passed laboratory tests. I also designed armature attachments and worked with engineers as a technical advisor for Universal Studios. I am skilled in 3D drawing and design for CNC machine tooling as well as traditional fabrication techniques. I have experience as a project manager writing estimates, contracting labor, tracking budgets and training crews both on and off site.

EMPLOYERS

- **Animax Designs Inc.**
  Nashville TN. (2018-2025)
  Composite Fabrication Dept. Manager
- **Cinnabar Florida**
  Orlando FL. (2003-2018)
  Project Manager, Composite Fabrication Dept. Manager, CNC operator, Sculptor
- **Entech Creative Ind.**
  Orlando FL. (2001-2003)
  Sculptor
- **Sightline Ind.**
  Gainesville FL. (1998-2001)
  Sculptor

SKILLS

- Sculpture
- 3D drawing and design (Rhino 7)
- CNC file making
- CNC operation
- Mold design & manufacture
- Tooling design & manufacture
- Vacu-forming
- Fiberglass laminate design & production
- Vacuum bag FRP production
- Part trimming & fit-up
- 3D print integration
- Automotive body work
- Wood shop
- Metal fabrication
- Quality Control
- Multiple Lift Certs.

EDUCATION

- **Bachelor's Degree in Sculpture**
  University of Florida
- **Technical Certificate CAD**
  Valencia Community College
- **R&D for a Resin Patent**
  Work for an A.C.M.A. Certified Chemical Engineer

CAREER HIGHLIGHTS | **CLIENTS**

"How To Train Your Dragons" - 3 Large outdoor animatronic Dragon figures designed flame, frost and audio effects to give the guests a highly interactive experience. The figures are mounted on steel motion platforms and made with fire rated resin, carbon fiber and silicone skins. They are integrated with 3D prints and vacu-formed plastic. — **Universal Studios** Epic Universe Orlando

"Harry Potter's Ministry of Magic" - 37 animatronic indoor window displays depicting magical elements from the film "Fantastic Beasts and How to Train Them." They consist of over 1000 parts made from fire rated resin, 3D printed nylon, wood, metal and vacu-formed plastic.

"Super Mario Bros. Donkey Kong Characters" - 24 animatronic and static figures from the Nintendo video games for 2 parks to provide an immersive outdoor experience. They were laminated with fire-rated resin and carbon fiber and integrated with 3D printed nylon and vacu-formed plastic. I designed solutions for the joints, access panels and seams. I also worked with Universal to design and build a large fiberglass structure that could survive 160 mph winds. I hired a sub-contractor and trained their team to work with the new laminate system. — Nintendo World Orlando & Japan

"Super Mario Bros. Piranha Plants" – 26 animatronic figures for 3 parks, laminated with fire-rated resin, vacuum bagged carbon fiber and 3D printed nylon. We made 3 epoxy "hard" molds for the largest figure. The mold frames were designed in Rhino and cut on a CNC. These are mainly outdoor figures comprised of several joints, access panels, seams and fasteners. The GPS specs and weight were a *major* factor also requiring parts to survive 160 mph winds; variances were also submitted to the client. Managed a sub-contractor and conducted Q.C. — Nintendo World Orlando Hollywood & Japan

"Wizarding World of Harry Potter" – 11 animated window and shop displays for "Diagon Alley" requiring molds, urethane casting and CNC machining. This project featured a 2-story tall "Weasley Man" character who is a focal point in the park. "Hogwarts Castle" – 3 sets of statues (15) for the ride cue line of the "Forbidden Journey" attractions. These were static props for which I designed armatures and made shop drawings. — Universal Studios Orlando Hollywood Japan

"Hulk Marquee Statue" – Large statue of the character holding up a ride vehicle. We split the job up in Rhino so the Hulk figure could be carved in slices on the 3 axis CNC, re-assembled, molded and then cast in sections. The Ride Vehicle was digitally split and carved in slices to make negative tooling. I programed and operated the CNC as well as managed the crew for the molding, casting and fit-up of the figure to the armature. — Universal Studios Orlando

"Finding Nemo's Crush and Squirt Puppets" – 3 sets (12 total) vacuum bagged carbon fiber "turtle" shells laminated with FR resin. Weight and strength were a *crucial* factor in the success of these stage puppets. — **Disney** Cruise Lines FL

"Toy Story Land" – 76 giant, outdoor "Tinker Toy" FRP discs and cylinders used to house speakers, wi-fi hubs and other electrical needs as decorative elements." 16 hard molds were made; FR Resin was used. I became a project manager on this as well as a head of production. — Hollywood Studios Orlando

"Star Wars" – 6 large "Water Condensers" made to conceal speaker enclosures. This required integration of CNC machined pieces with molded and cast FRP. I managed the crew and assembled the FRP.

"Jurassic World the Exhibition" – 14 animatronic Dinosaurs. These are highly textured indoor figures comprised of many joints, access panels, seams and fasteners. Weight and strength were a *major* factor in these figures made from E-glass, carbon fiber and 3D printed nylon. — **Neon** Victory Hill Exhibitions Global Touring Event Gardens by the Bay Singapore

"Avatar Experience" – 1 "life size" animatronic Banshee and 7 static character props including Navi family and wildlife. Mainly FRP body shells integrated with 3D printed nylon and silicone skins.

Photos of my work @ andycostello.com & much more upon request!