



Daniel E Grodecki II

daniel@grodeckidesigns.com

DESIGN RÉSUMÉ

THEME PARK PRODUCTION DESIGN

Universal Studios Hollywood

Mar 2016 - Dec 2020

Production Designer

Duties encompass concept artist, draftsman, graphic designer, and site planner and art director while being an integral part of the creative planning team from “blue sky” concepts, through working drawings and print file creation, and ultimately being present during construction and installation. Notable projects include the design and creation of the holiday décor package for all of *The Wizarding World of Harry Potter*, production designer for all effect integration in the *Dark Arts*, *Magic of Christmas*, and *Nighttime Lights at Hogwarts™ Castle* projection mapping shows, multiple years of scenic design for the *Jabbawockeez* show as a part of the *Halloween Horror Nights* event, and production design for a new, interactive puppet experience with Donkey from *Shrek*.

SeaWorld® San Diego

Jul 2006 - Feb 2016

Resident Senior Designer

In-house scenic designer, graphic designer and art director for the Entertainment Department. Responsible for providing art direction on all major seasonal and consumer events at *SeaWorld San Diego*. Developing event themes and motifs and providing concept art, site plans, working drawings, color elevations and print files for scenery, stages, signs, banners and pathway décor. Notable projects include *SeaWorld's Seven Seas Food Festival*, *SeaWorld's Halloween Spooktacular*, *SeaWorld's Christmas Celebration*, and “*Who Said Boo?!*” Sesame show.

SCENIC DESIGN FOR THEATER

Moulin Rouge (Ballet), directed by Garrett Ammon

My Fair Lady, directed by Paul Russell

Pete n' Keely, directed by Brian Wells

Bat Boy: The Musical, directed by Rick Simas

Seussical: The Musical, directed by Gregg Osborn

Merrily We Roll Along, directed by Paula Kalustian

Ballet Nouveau Colorado, 2008

Christian Community Theater, 2006

Ramona Mainstage Theatre, 2005

San Diego State University, 2005 (Asst. Scenic Design)

The Highland Players, 2005

San Diego State University, 2004

GRAPHIC DESIGN

4 Points Event Production

Georgia's Greek Cuisine

Ola Moana Marketing

San Diego Pet Training

Logo package, business cards, letterhead

Menus, logo package, web site

Logo package

Brand theme, logo package, brochures & promotional materials



Daniel E Grodecki II

daniel@grodeckidesigns.com

DESIGN RÉSUMÉ

RELATED SKILLS

- Artistic** Painting (watercolor & acrylic), digital illustration, art marker, model building
- Computer** Adobe Photoshop, Adobe Illustrator, Adobe InDesign, AutoCAD, SketchUp, Microsoft Office Suite, Windows and Mac platforms
- Graphic** Graphic design, logos, theater programs, signs, banners, posters, advertising and marketing materials

EDUCATION

- San Diego State University** B.A. Theater Arts with an Emphasis in Design for the Theater, 2005

TRAINING

- AutoCAD I-III, instructor Al Whitley** In-depth instruction on program use, industry standards, layout, and implementation of drafting techniques
- University of California, San Diego** UCSD Extension, Proficiency Certificate in AutoCAD
- Adobe Illustrator, instructor Julie Willis** Program instruction for creating and editing Bézier curves, color, gradients, gradient mesh, patterns, transparency and type
- Scenic Design I & II, professor Beeb Salzer** Set model building, rendering, script interpretation and concept
- Mechanical Drawing, professor Beeb Salzer** Theatre drafting standards and techniques, floor plans, sections and elevations
- CADD for the Theatre, professor Loren Schrieber** Computer aided drafting applications for theatre
- Play Analysis, professor C.J. Keith** Script/character analysis, French Scene chart, and interpretation of themes/motifs for various applications
- IATSE - Local 122, Internship.** Training in scenery construction, audio/lighting setup and backstage crew
2002-2004, San Diego, CA

REFERENCES

Available on Request