

Ally Reichard

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Design:

Disney Live Entertainment Lighting Project Assistant | June 2026- Present

Assisting Disney Live Entertainment and Walt Disney Imagineering projects as assigned.

Projects encompass:

- Development of new themed entertainment offerings
- Refurbishments of existing offerings to elevate guest experiences
- Supporting blue-sky development of immersive areas including lighting studies and scaled mockups

Freelance Lighting Design | May 2023 – Present

Lighting designer with experience in theatre, live events, opera, and dance.

Responsibilities include:

- Producing light plots and design intent packages for various productions.
- Utilizing Vectorworks, Lightwright and FileMaker Pro for production and design documentation.
- Collaborating with design team to create cohesion within the production's design.
- Communicating effectively with management for scheduling within space and for labor calls.
- Clear communication of design concepts through paperwork and on-site conversations.
- Ensuring technical safety standards were met within all lighting rig setups.

Freelance: Assistant Lighting Design | March 2023 - Present

Producers include: Tuacahn Amphitheatre, Orlando Family Stage, Renaissance Theatre Company, UCF Celebrates the Arts Festival, Opera Orlando, Dr Phillips Center for the Performing Arts

Assisting the lighting designer in the execution of the production by:

- Managing 3 to 4 spotlights, either conventional or ROBE moving lights under a spotlight profile
- Creating spotlight tracking paperwork on FileMaker Pro.
- Collaborating with designers to create a cohesive design between the rig and spotlights.
- Supervising spotlight operators on training of spotlight software, spot calling, and show tracks.

Internship:

Disney Live Entertainment Lighting Design | June 2025 – June 2026

Design Intern supports department of over 20 designers. DLE projects encompass the development of new, and the sustainment of existing, daily operation shows, nighttime spectacles, parades, character greetings, hard ticket event entertainment offerings, attraction overlays, press events, park-wide festivals, special holiday events, RunDisney race weekends, and other live entertainment offering spanning across property.

Responsibilities include:

- Assisting designers throughout the full project lifecycle, supporting concept development, visualization, implementation, and installation of immersive guest experiences and live entertainment offerings.
- Leading teams of technicians during installations.
- Proposing and implementing solutions to roadblocks as they arise in the project development.
- Collaborating with multidisciplinary teams across property including the production team, park leadership, horticulture, entertainment technicians, external vendors, and other design departments.

Applicable Skills:

Paperwork: Vectorworks (2D and 3D), Lightwright6, FilemakerPro- including stand-alone paperwork generation and ETC pass-off technology

Programming: ETC EOS consoles- conventional, intelligent and mixed rigs, MA3 University: Essentials, Cue Points, ETC Mosaic, familiar with Unreal Engine visualization workflows

Electrical: Theatrical Light Hang and Focus, Theatrical soldering skills- cable building, LED tape, LED tape rigging, extensive experience in troubleshooting theatrical lighting systems

Other: Osha 10 Certification, genie and scissor lift operation and safety, background in basic carpentry, elementary Italian (written and spoken), valid US driver's license.

References:

Rob Siler

Lighting Designer & Professor
University of Central Florida
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Ralphie Weisbecker

Manager of Lighting & Laser Design
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