

JOE NEUGS ART INC.

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ART DIRECTION - ATTRACTION DESIGN - ILLUSTRATION - GRAPHICS - PROPS - CREATIVE DIRECTION

ATTRACTION ART, DESIGN, & ART DIRECTION JOENEUGS.COM

SUMMARY

Experienced Designer, Concept Artist, and Art/Creative Director, with a demonstrated history of working on major projects within the themed entertainment industry. Proficient in a large variety of styles and disciplines, with an unparalleled background and skill set, woven together to translate environmental concepts and visions into living, breathing reality.

Primary focus is environmental realization, through dense detailing, advanced color theory, and expert-level understanding of complex spatial relationships.

EDUCATION

RINGLING COLLEGE OF ART AND DESIGN

Bachelor of Fine Arts Degree
Major: Illustration

SKILLS OVERVIEW

Design Drawings / Solutions - Illustration - Graphic Design - Digital and Traditional Sculpting - Props / Scenic Art - Casting / Molding - Concept Design - Drafting - Scratch Building Models - Show Writing - AV Editing - Basic Web Design - Prop Management - Project Management - Art Direction - Creative Direction

COMPUTER SKILLS

PHOTOSHOP	
ILLUSTRATOR	
SKETCHUP	
LAYOUT	
AUTOCAD	
INDESIGN	
PREMIERE	
DREAMWEAVER	
OFFICE 365	
ZBRUSH	

Also Notable:

Corel Painter - Powerseek SQL - Sony Acid - Sony Vegas

RECENT WORK EXPERIENCE

ITEC ENTERTAINMENT CORPORATION, ORLANDO, FL

CONCEPT ARTIST

August 2018 - Current

Creating concept artwork and design drawings full time for theme park, commercial, and mixed development clients around the world.

SHOW DESIGNER

November 2017 - June 2018

Completed multiple contracts for various theme park projects with several high-profile clients. This included design, illustration, key art, storyboards, creative meetings, etc.

ALTERFACE USA, BRANSON, MO - VIA ORLANDO, FL

CREATIVE DIRECTOR / LEAD DESIGNER

November 2016 - December 2017

Creative lead and principal designer for physical and digital themed attractions.

ART DIRECTOR / ATTRACTION DESIGNER

October 2015 - October 2016

Creative contractor providing art & design services from Orlando, FL, including design, attraction development, storyboarding, show writing, graphics, art direction, and more.

BRPH, ORLANDO, FL

CONCEPT ILLUSTRATOR

August 2017 - December 2017

Worked alongside a talented creative team to produce free-lance conceptual drawings, elevations, and illustrations for major theme park projects around the world.

UNIVERSAL ORLANDO RESORT, ART & DESIGN, ORLANDO, FL

CREATIVE CONSULTANT

January 2015 - January 2017

Art & Design Team Member working with talented artists, designers, art directors, and technicians to help organize and bring to life Universal Studios special events.

SEAWORLD PARKS & ENTERTAINMENT, ORLANDO, FL

SHOW DESIGNER / PROP MASTER / FIELD ART DIRECTOR / DESIGN COORDINATOR

September 2013 - November 2015

Designer / Owner's Representative for marquee SeaWorld attractions projects. Overall responsibilities included: concept and show / set design, management and direction of creative talent and scenic vendors, props procurement and sourcing, as well as management of warehouse, budgets, and payroll. Prop design and art direction, fabrication, visual development, coordination of designs and theming elements, prop and scenic delivery logistics, research and budgeting, creative meetings, on-site installation, field art direction, etc.

OTHER NOTABLE EXPERIENCE

FREELANCE

2006 - Present

Creative Consulting, Scenic and Props, Illustration, Concept Design, Set Design, Graphics for Halloween events, Disney Parks props and designs, trade shows, websites, etc.

AST EXHIBITS

September 2014 - October 2014

Project Manager, Assistant Designer. Successful completion of project-based contract. Oversaw design phase of large interactive museum exhibit.

UNIVERSAL ORLANDO RESORT

June 2013 - October 2014

Technical Consultant, Art & Design Department, Entertainment Division. Artistic and technical contributions to HHN 23 and more.

ROUNDTABLE PRODUCTIONS

April 2013 - August 2013

Artist, Designer, Fabricator, Head of Miniatures Department. Producing scenic art and props for the world's top theme parks and other major projects.