



KALIFULLER

Visual Storyteller and Graphic Designer
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PROFILE

Designer with a strong background in coordinating all facets of the design process, from conception to final delivery; striving to push boundaries, to think outside the box and to never stop learning. Uses imagination and visual means to create thoughtful, immersive, and enchanting design concepts that tell a story for which proven success in leading and ensuring project goals is vital. Pursuant of a career where responsibility for the execution of story driven design concepts that utilize unique skills, knowledge and passion for design is essential.

EDUCATION

MASTER OF SCIENCE

Themed Experience
University of Central Florida 5/2023

BACHELOR OF APPLIED SCIENCE

Interior Design
Seminole State College 5/2020

ASSOCIATE OF SCIENCE

Photographic Technology
Daytona State College 5/2014

PROGRAMS

- REVIT / ACC
- SketchUp
- Photoshop
- Illustrator
- SPEXX
- Keynote
- Lumion
- AutoCAD
- InDesign
- MS Suite
- Maya
- Rhino

SKILLS

- Illustration
- Rendering
- Problem Solving
- Graphic Design
- Leadership
- Visual Storytelling

MEMBERSHIP

- Slice Creative Network Member
- Future Theme Park Leaders Association
- TEA Next Gen Member
- IAAPA Member
- Founder UCF Themed
- Experience Ambassador
- SPA Student Advisory Council
- SEGD Member

EXPERIENCE

Universal Creative / Orlando, Florida

ASSISTANT FACILITY DESIGN MANAGER – May 2023 – Present

Managed and prioritized the facility design of multiple (5+) buildings throughout Universal's Epic Universe. Worked in a fast-paced environment with senior leadership on the management of the internal team and external architectural / engineering vendors.

- Worked with Universal partners to ensure program, budget, and scope requirements are met by coordinating project development with project teams on a regular basis
- Provided drawings, sketches, and solutions via Revit, AutoCad, BlueBeam and Adobe Creative Suite to progress the design and to assist with creative design changes/updates
- Coordinated between Universal and external vendors in weekly project Contractor, Architectural and Engineering meetings to provide solutions during the construction administration phase to keep driving the project forward to the projected project deadlines, while maintaining creative intent and budget
- Reported facility development to upper management on a weekly basis through executive site walks to ensure the project is completed and delivered on time
- Acted as primary source for document management and uploads using BIM 360 / Adobe Construction Cloud and ensured all Universal RICP standards are upheld
- Monitored construction in the field including identifying and resolving discrepancies between the construction drawings and / or the creative design intent for both Guest-facing and BOH spaces.
- Responsible for the approval of the Architecture and Engineering vendor's response to requests for information (RFI's), submittals, and the preparation of modification documents

INTERIOR/ARCHITECTURAL DESIGN INTERN – September 2019 – May 2020

Collaborated as part of a team with development & design across Universal's Epic Universe while gaining knowledge of the Theme Park industry. Aided design & project management teams with architecture and construction while adapting to various partner project management styles

- Designed color renderings, created imagery boards, graphic illustrations, and color material design using multiple subjects, styles, artistic media, and the Adobe Creative Suite
- Demonstrated excellent creative problem-solving and visual storytelling skills while handling work and materials that are confidential in nature
- Participated in Architectural and Interior Design project design development, error-free/accurate technical documentation, and construction activities with Universal Creative and design consultants
- Ensured work complied with all architectural and engineering standards, codes, and specifications using SPEXX or Excel to ensure consistency and project performance
- Informed management of productivity, quality control, and document management, as well as any issues that affect design, quality, budget, progress, and safety

EXP | Engineering, Architecture, Design & Consulting / Maitland, Florida

CREATIVE DESIGNER – July 2022 – May 2023

↑ LIGHTING DESIGN INTERN - May 2021 – July 2022

Responsible for producing visuals that convey lighting design concepts through working independently as well as collaboratively to brainstorm and develop ideas while ensuring that the final product is aligned with the company and client standards.

- Contributed with design research and innovative project production including drafting, AGI calculations, Revit drawings and Photoshop renderings.
- Responsible for shaping clients' ideas through aesthetic design, color boards, sketching and drafting into comprehensive, creative lighting design packages that tell a story and convey the design intent to outside Architectural and other parties using Revit / AutoCAD / Photoshop
- Developed and pitched creative lighting presentations for clients; reacted quickly to design updates
- Illustrated lighting glow plans and concept books with Adobe Creative Suite using skills such as typography, proofing, color, layout, print design, nomenclature, visual design, and problem solving.
- Built strong external and internal relationships as a team player who is self-starting, works well with others, shares ideas and is receptive to feedback
- Provided design and analysis in support of the production of design, construction, and contract documents while proactively assisting whenever needed
- Created fixture cut sheets, schedules and detail sheets per project using Publisher and Bluebeam and AutoCAD MEP
- Organized project control journals and digitally rendered /drafted using to create virtual style guides
- Managed multiple projects with short deadlines through implementation of organizational and time management skills to ensure milestone delivery dates in a timely manner