



 andrewguidry.com

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✦ Experience

Assistant Concept Designer | Universal Orlando | Orlando, FL | Oct 2024 - Present

- Produced illustrations, concept visuals and final print graphics for merchandise locations across all 4 parks of Universal Orlando Resort with a primary focus on the Seasonal Tribute Store
- Provided conceptual and build 3D models for store layouts and scenic treatments
- Facilitated communication between scenic fabrication and large format printing vendors

Concept Design Intern | Universal Creative | Orlando, FL | Jan 2023 - Aug 2023

- Produced illustrations and concept visuals for Universal Parks and Resorts over two consecutive internships lasting seven months
- Applied alterations to concept visuals after receiving feedback and critique

President | TEA@SCAD Club | Savannah, GA | May 2023 - Current

- Led the operation and activity for the Themed Entertainment Association at SCAD Club

Recording Secretary | TEA@SCAD Club | Savannah, GA | May 2022 - May 2023

- Managed social media and operations of the Themed Entertainment Association at SCAD Club

Lead Fabricator | MGM Studios SCAD PRO | SCAD | March 2022 - April 2022

- Led a team in constructing a stage for a MGM Studios Resorts live entertainment project

Illustrator | Maelstrom | SCAD | Oct 2021 - Nov 2021

- Produced illustrations to be featured in expositional storybook in student produced project

✦ Achievements

TMU Design Invitational Presented by Universal Creative | 2022

- Qualified for invitationals through illustration, 3D modelling, and writing contributions

Themed Attraction Student Showcase | Warrior's Journey | 2021

- Honorable Mentions in concept art, graphic design, show writing, and guest experience narrative

Concert Violist | Houston Youth Symphony | 2020

✦ Education

Bachelors of Fine Arts in Production Design | May 2024

Minoring in Themed Entertainment Design
Savannah College of Art and Design

✦ References

Available Upon Request

✦ Skills

Concept Illustration, 3D Modeling,
3D Rendering, Sketching,
Graphic Design, Fabrication
Computer Programming,
Visual Storytelling, Scenic Painting

✦ Software

Adobe Photoshop, Adobe Illustrator,
Adobe Substance Painter, Rhino 3D,
Unreal Engine, Autodesk Maya,
Autodesk Fusion 360, Autodesk Revit,
Enscape, Lumion, V-Ray, Arduino