

# KAREEM AMEEN

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## SUMMARY

I am a creative individual with scientific training. This means that I have the charismatic ability to communicate with a wide variety of people from multiple backgrounds while still keeping business goals and numbers in mind. I envision that everything has the potential for constant improvement, without changing the standards, we cannot progress into the future. This is why I became a cross-disciplinary thinker focused on human experiences. I strive to be on the cutting edge of creative development for the next generation of immersive and interactive designs.

## SKILLS

### Technical Skills

*Scenic painting, Carpentry, Construction, Fabrication, Electrical wiring, Projection mapping, Architecture, Exhibit design, Furniture design*

### Computer Skills

*SketchUp, CAD, Revit, Illustrator, Photoshop, InDesign, Rhino, V-ray, 3ds Max, Solidworks, Final Cut Pro, Vectorworks, Lumion*

### Selected Skills

*Project management, Collaborative designer, Photographer, Public speaking & communication, Director, Organizational problem-solving*

## EDUCATION

### George Mason University

*B.A. Applied Creativity & Development*

**Certificate:** CAD Certified

**Awards:** Outstanding Scenic Design, Distinguished Leader, Best Speaker, Outstanding Prop Design

## SELECTED WORK EXPERIENCE

### SeaWorld Parks and Entertainment (2019-present)

#### Scenic Craftsperson

- Responsible for theming props, shows, and environments across three parks including constructing, maintaining, painting and faux-finishing, installing, interpreting blueprints, and performing quality control walkthroughs.
- Perform research into sustainable and safe products for use in animal areas, establish new logistical protocols yielding in more efficient workflows for the department, and assist with training new employees.

### Consulting (2012-present)

#### Architecture, Design, and Entertainment Specialist

- Provided Interior Design and Architectural services to individuals and companies around the world keeping up to date with the latest trends, regulations, and software.
- Developed varying degrees of themed experiences including exhibits, live performances, pop-up attractions, and escape rooms with great attention to immersive design. Often included hiring talent to fulfil project needs.

### Center for the Arts (2019)

#### Creative Director

- Oversee and drive the full artistic vision and layout by directing and establishing the overall visual story.
- Create and present project materials to team members to advocate and communicate project concept, content and status.
- Supervise development, design, fabrication, and instillation with strong understanding of technical sketches, illustrations, ground-plans, architecture, models, costumes, research, special fx, lighting, and sound mixing.

### Design Research in Entertainment, Attractions, and Media (DREAM) Lab (2014-2019)

#### Lab Co-Founder and Researcher

- Lead a cross-disciplinary team of designers, engineers, and psychologists in the research and development of themed experiences and interactive technologies, focusing on correcting user interaction issues early in the design process.
- Identify, plan, and execute tasks pertaining to problem solving, data acquisition and analysis.

### Universal Creative (2017-2018)

#### Scenic & Prop Fabricator

- Responsible for design, fabrication, and installation of elements including set pieces, props, architectural models, and décor for various theme park attractions and studio productions around the world.
- Designed with a large emphasis on theme parks while developing detailed models and scenic/decorative solutions for figure props, prop animation, effects systems, scenery and masking.
- Responsible for translating concepts into innovative and sustainable products.

### The Kennedy Center (2017)

#### Production Manager and Designer

- Responsible for overseeing the operations of shows and events.
- Assisted in developing designs, technical drafts, renderings, and models to help facilitate clear visions and practicality of varying shows, events, television productions, and exhibits among executives and artists.
- Responsible for department logistics including overseeing operations, timelines, assigning tasks, allocating resources, master planning, keeping inventory, financing, and ensuring high quality and safety standards are met.

### George Mason University (2015-2017)

#### Set Designer

- Responsible for design, budget, documentation, schedule, construction, development, fabrication/finishing, and installation of varying elements including props, set dressing, artwork, shrouds, set pieces, and structural support.
- Projects must maintain structural integrity and be durable to withstand weathering and heavy interaction while maintaining a high quality of realism to create an authentic atmosphere.
- Operation of metal, welding, woodshop machines and tools, and use of CAD and 3D rendering software to interpret technical drawings.

### Big Red Chair Studios (2012-2016)

#### Photographer

- Select and assemble equipment by reviewing subject material; anticipating conditions; applying knowledge of function and limitations of various types of camera, lenses, gels, and other accessories.
- Build and set up all backdrop and photographic studio equipment (lighting, gels, modifiers, dual camera arrangement, stands, etc.) in a variety of settings as appropriate for the photography assignment in order to capture desired effect.
- Work in a fast-paced environment with experience in a variety of different atmospheres such as weddings, portraiture, fashion, and other unique events. Ability to handle photo editing through Adobe Creative Suites including Photoshop.

### Loudoun County Public Schools (2012-2014)

#### Associate Artistic Director

- Oversee, lead, and manage design, construction, and budget of show related elements in organized and innovative ways.
- Draft 3D CAD and SketchUp models of vision to ensure accuracy in integrating the design intent.
- Contribute to design research and ideation with senior leadership often giving thorough presentations of project information to display theme, mood, and methods of construction.

### National Building Museum (2009-2011)

#### Design Apprentice

- Collaborate with cross-disciplinary professionals in architecture, construction, and similar design fields to develop environmentally safe, advanced, and technical guidelines for design.
- Use innovative design thinking and design process to build large/full scale projects for the Museum and the city, while working on tight schedules and managing potential conflicts.