M. POTTER
SCENIC & VISUAL ARTIST

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I am a scenic artist, designer, and visual storyteller with experience in various aspects of the themed entertainment industry. I am passionate about collaborating with others to create compelling immersive environments.

Work Experience

Universal Orlando Resort

Nov 2023 – Current

Seasonal Escort
Universal Studios Orlando Marquee Events
- Effectively communicated between several levels of Team Member including Performers, Leads, and Stage Managers to ensure necessary updates were shared in a quick and professional manner.
- Assist guests and performers alike, ensuring both are safe before, during and on parade route.

May 2024 – July 2024

Commissioner
Mega Movie Parade (P-824)
- Worked alongside trained Technicians to ensure new floats were tested and programmed in a safe environment.

Aug 2023 – Nov 2023

Scare Actor
Halloween Horror Nights
- Entertained Guests in Chucky Ultimate Kill Count in a safe yet immersive environment.

Nassal - Orlando

Jan 2024 – May 2024

Scenic Artist
Mega Movie Parade & Project Under NDA
- Created various desired painted textures, effects and finishes on the Ghostbusters float and other assignments.
- Coordinated clear plans and orders of operations to lead a team of painters to get work done on A strict deadline.

Haunt Comp

Mar 2022 – July 2022

Lead Concept Artist
The Heartspell Curse
- Illustrated various pieces of scenic and costume concept art to visually convey a story.
- Best Visual Development Award for 2022.

Arts At The Capitol Theater

Aug 2017 – May 2021

Scenic Painter
- Worked with various products to paint and construct safe sets on 24 productions.
- Designed several pieces of concept art in accordance to the director and producer's Vision.

Aug 2017 – May 2021

Lead Audio/Sound Technician
- Guided a team of Sound Engineers on 24 productions to create an immersive soundscape.
- Problem Solved Technical Issues with the sound or projection systems in a timely and appropriate manner to ensure show quality and production integrity.

SKILLS
- Scenic Design
- Scenic Painting
- CAD
- Concept Design
- Costume Design
- Color Theory
- Decor/Set Dressing
- Fabrication
- Communication
- Leadership
- Safety

TOOLS & TECHNIQUES
- Adobe Suite (Photoshop, Illustrator, Premier, After Effects, InDesign)
- ProCreate IOS
- Sketchup
- Brush Painting
- Spray Paint Gun
- Mixing Paint (Water Based & Automotive)
- Distressing
- Texturizing
- Patchwork/Touch Ups
- Faux Finishes

EDUCATION

Aug 2021 – May 2023 Ringling College of Art & Design
- Illustration Major
  - (Visual Development Focus)