

## DAVID SCHAFER

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**OBJECTIVE:** Seeking a senior design/management position with a focus on entertainment design, engineering and construction.

### QUALIFICATIONS:

- Dedicated design management professional with 30+ years of experience on a diverse range innovative projects.
- Analytical and creative designer/problem-solver with technical savvy and excellent organizational skills. Proactive and detail oriented, focused on the guest experience, while balancing available resources, respecting stakeholders and business goals.
- Capable of initiating and directing creative intent; while managing complex contractor relationships, BIM workflows and systems integration. With knowhow from a broad range of creative and technical disciplines, utilizing 3D visualization to rapid prototyping to establish proof-of-concept designs; providing insights into resource capabilities, allocation of scope and understand areas of risk and development work prioritisation. Leading teams to well understood and developed designs that better adapt to inevitable coordination issues, clashes, schedule/budget variations and site conditions.
- Exceptional collaborative and interpersonal communication skills to facilitate business and technical objectives. Skilled in building rapport with team members with multi-cultural understanding. Delegate effectively by setting clear goals and motivate team members through consensus building, recognizing contributions and respecting ownership.

### SOFTWARE SKILLS:

AutoCAD, Revit, Navisworks, MS Project, MS Office Suite, Unity, Maya, 3dsMax, SketchUp, Rhino, Visio, C4D, Adobe Suite, various A/V and industrial control programming & software dev. env, Proficient in Windows, OSX and Linux environments. Imbedded systems, micro controllers, Intermediate level programming and scripting knowledge.

### PROFESSIONAL HIGHLIGHTS:

#### **Present - PACKAGE MANAGER | Show Technical / LOUIS BERGER GROUP LLC – SHOW DESIGN MANAGEMENT**

Senior Project Manager with responsibility for show delivery from design development, media production, installation and integration with ride of all show elements to show programming. Project: **Ferrari World / Phase II (4 new ride attraction) – Abu Dhabi UAE**

#### **2015 - SR. TECHNICAL MANAGER / RIVA PARKS LLC. – FEC DESIGN MANAGEMENT**

Project Manager focused on technical design and project delivery for high end Family Entertainment Center. Responsible for integration of show/ride systems, interactive gaming, A/V, lighting, ticketing, scoring and POS systems, MEP requirements, management and coordination of specialist consultants, contractors and site teams. Project: **Citywalk 2 - Hub Zero Dubai, UAE**

#### **2014 - DIRECTOR / INTERNATIONAL RESORT MANAGEMENT SERVICES (IRMS) – PARK MASTER PLANNING & DEV**

In-House design services for Resorts World, Genting Group Malaysia, out of Singapore. Two lead roles: Senior Concept Designer for theme park technologies and Senior Project Manager in charge of technical standards and design requirements. Responsible oversight and development of attractions, contract documents, specification packages, regional requirements, RFPs, and tender evaluations. Projects: **20<sup>th</sup> Century Fox World - Malaysia and Myths and History Park - Jeju Island South Korea**

#### **2011 - 2013 - TECHNOLOGY PROJECT MANAGER / LUCASFILM ANIMATION SINGAPORE – CGI STUDIO DESIGN**

Project managed the technical infrastructure design, BIM coordination, tendering and fit-out works for "**The Sandcrawler**" digital studio construction project in Singapore. Maintained alignment with existing production operations while deploying and transitioning studio to a completely new and improved infrastructure with zero downtime. Key technical areas including: new agile data center, high-speed network, power and cooling provisions, production studio, A/V systems, full-spec reference 4K cinema screening rooms. Hosted overseas coordination, produced design specifications, reports, budgets, schedules and deployed plans based on regional business goals. Directed consultants, produced tender documents, negotiated, administered contracts and supervised contractors.

#### **2005-2011 ONLINE GAME DEVELOPER & ARTIST / DISNEY INTERACTIVE - MMORPG GAME PRODUCTION**

Experienced in all phases of game asset production. Responsible for art production, concept development, customizable characters, environments, outsourcing, asset integration and testing. Also produced GUIs, level editing/game logic, lighting, character AI scripting, website content, production renders and cinematics.

**Pirates of the Caribbean Online**, released fall 2007, **ToonTown Online**, Computer Gaming World's 2003 MMORPG of the year

#### **2000-2006 INDUSTRIAL DESIGNER / WALT DISNEY RESEARCH & DEVELOPMENT - ENTERTAINMENT TECHNOLOGY R&D**

Researched and developed digital design and content creation technologies and processes for: 3D visualization, architecture (BIM), film, TV, games, special venues, theme parks, and 3D interactive collaborative design spaces (CAVE). Tasks included: R&D, proof of concept designs, documentation, prototypes, contract documents, contractor supervision and field testing. Specialized in new technology development, systems integration, pre-visualization content development, user interfaces, collaborative design tools and production facilities. Projects utilized real-time graphic engines and server pre-rendered pipelines and workflows, motion tracking, compositing, media servers, virtual environments, characters and sets. Supported collaboration, technology transfer and project expertise within Disney (ABC, BV, Interactive), corporate partners and learning institutions - Cal Arts, USC, Stanford (CIFE).

**Notable projects:**

- **Theme park attraction concept simulator**, Developed real-time stereoscopic rendering system for position synchronized industrial robot ride vehicles. System used real-time pre-vis techniques to produce synchronized multi-channel ride media/data for rendering stereo pairs on multiple projection screens. Responsible for design and prototyping interactive media systems, real-time hardware, interfaces, projectors, screens, modelled & animated CG content in Maya optimized for real-time playback.
- **Nemo Submarine Voyage** 2008 THEA Award and **The Seas with Nemo** Epcot, Concept development of projection systems.
- **Stitch's Photo Phone**, 2003 THEA Award for Creative Technology. Real-time interactive CG character animation system development. Technology transferred to theme parks and cruise line for live audience interactive character shows, i.e. **Turtle Talk**.
- **Seamless Cave development**, Engineered systems incorporating multiple synchronized real-time PCs rendering 3D content composited with synced 3D high-definition video servers seamlessly projected on to 270 degree FP screens and RP caves. Systems used for development of 3D interactive shows, collaborative architectural visualization and content creation.
- **ABC Timesquare** NYC, Co-developed real-time distortion correction system for unique architectural outdoor electronic sign.
- **Pre-visualization and architectural BIM design**, Collaborated and supported the development of Disney Concert Hall, Disney's California Adventure, Soarin', Pooh's Honey Hunt and Mission Space attractions with pre-vis tools, 3D displays and CAVE.
- **Hong Kong Disneyland**, Developed interactive CG visual effects, A/V design, supervised vendors and field installations.
- **ABC Television** R&D of real-time TV broadcast systems integrating virtual sets and scheduled real-time 3D product placement.
- **Muppet Mobile Labs**, Developed on-board special effects for interactive Muppet characters on remote controlled Segway vehicle.

**1996-2000 SYSTEMS ENGINEER / WALT DISNEY VR STUDIO - INTERACTIVE (VR) ENTERTAINMENT DESIGN**

Responsible for VR and A/V systems engineering tasks. Designed and built prototypes to complete turn-key systems. Utilized state of the art real-time rendering, display, interface and tracking systems. Produced contract documents and supervised contractors.

- **Pirates of the Caribbean, Battle for Buccaneer Gold**, Walt Disney World Florida/**DisneyQuest**. 2001 THEA Award. Four person stereoscopic 3D game, utilizing SGI real-time graphics projected in immersive 4 screen RP cave. Developed prototype and first article stereoscopic projection system, motion-base, surround sound and user interfaces.
- **Aladdin VR**, Walt Disney World Florida/**DisneyQuest**. Project received numerous awards & professional recognition for cutting edge virtual reality game. Demonstrated at Siggraph, EPCOT and E3. Tasks included: Prototype engineering and productization of graphics and A/V systems, head mount displays, head tracking and user navigation interfaces.

**1995-1996 SPECIAL EFFECTS SUPERVISOR / BRC IMAGINATION ARTS - THEATRICAL ENTERTAINMENT DESIGN**

Developed special effects and illusions for 4D Stereoscopic immersive theatre experience for Expo 96 Attraction Osaka Japan.

**1987-1995 SENIOR SPECIAL EFFECTS DESIGNER / WALT DISNEY IMAGINEERING - THEME PARK ATTRACTION DESIGN**

Project management, concept development, budgeting, contract documents, production and supervision of staff and contractors.

- **Alien Encounter, & Cranium Command**, Walt Disney World Florida Immersive theater attractions. Lead designer responsible for projection, laser, high-voltage, pneumatic, hydraulic, cryogenic and lighting effects.
- **Indiana Jones Adventure**, Disneyland Anaheim CA. Hydraulic motion-base on track ride system. Concept development of pyrotechnic, pneumatic, cryogenic, smoke, projection and lighting effects.
- **StarTours**, Tokyo Disneyland Japan. **BodyWars**, Orlando Florida. Flight simulator rides. Lead designer responsible of robotic, high voltage, mechanical, cryogenic, smoke, projection and lighting effects.

**1980-1986 (San Francisco Bay Area employment while attending university)**

LUCUSFILM LTD, 4 years as Robot wrangler and puppeteer of the radio-controlled R2-D2 Droid. Dresser for Anthony Daniels as C-3PO and various other Star Wars characters and creatures. Built special effects and creatures for film shoots and appearances.

ENTERTAINMENT RESEARCH GROUP, 3 years designing show control systems, stage lighting, mechanical special effects.

CHRIS WALIS INC, Creature shop special effects artist for film projects building robotic mechanisms.

STEREOGRAPHICS CORP, (now RealD, Inc.) 1 year stereoscopic systems R&D, electronics fabrication and darkroom technician.

**ADDITIONAL SKILLS:** Electrical and electronic design and fabrication. Excellent electrical and mechanical troubleshooting skills, network design and systems administration. Trained in A/V production, photography, lighting, drawing, drafting, painting, woodworking, stage craft, machining, welding, mechanical maintenance and general light and heavy construction trade skills.

**EDUCATION:**

B.A. INDUSTRIAL ARTS - San Francisco State University, 1986 Emphasis Electrical Engineering and Industrial Design.

Additional education in Project management, Architecture, Design, Computer graphics, engineering and Programming at:

- UCLA, Los Angeles, CA. Various Project Management, Architecture, Construction Management and Engineering courses.
- College of Marin, San Anselmo, CA. Computers science, electronics & electrical engineering, stage lighting and design.
- Art Center School of Design, Pasadena, CA. Industrial Design, Computer animation, 3D CAD and technical illustration.
- Gnomon School of Visual Effects, Los Angeles, CA. Maya, Max, 3dsMax, ZBrush, Python.