



kevin primm

ENTERTAINMENT DESIGNER

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## ABOUT

I'm a creative guy developing engaging experiences by bridging the gap between art and science. My strong skills that spread across the entire spectrum of design lets me be the integral piece at your company which allows a seamless project from concept to reality.

## PROFESSIONAL EXPERIENCE

### Senior Attraction Designer

Universal Creative, Orlando FL 2017 - 2020

- Led attraction development for bluesky-schematic on several large, high profile E-Ticket attractions
- Created track layouts, timing studies, 3D models, ride vehicles, VR simulations, high resolution renders, key art, storyboards and many other materials to sell the creative intent
- Managed teams of up to 12 and mentored associate attraction designers in the Universal Creative pipelines and procedures

### Lead 3D Designer

Thinkwell Group, Los Angeles CA 2013 - 2017

- Directed entire modeling efforts for attractions, resorts, and museums
- Followed designs on 5 major projects from concept to production
- Utilized software for 3D POV rendering, drafting, and 3D interactive ride-through simulations
- Managed the 3D modeling team as well as the pipeline, standards, and organization of that team.

### Production Intern

Leviathan, Chicago IL 2012

- Concept design, development, and fabrication for DJ Amon Tobin's ISAM 2.0 seen by millions of fans worldwide
- Concept design and documentation for branded experiences including clients Kelley Blue Book, Turner Broadcasting, and Callaway Golf

## ACADEMIC EXPERIENCE

### Take Shape - Carnegie Mellon

Children's Museum of Pittsburgh 2012

- Designed, fabricated, and installed an exhibit in the makeshop teaching 3D modeling to kids ages 3-12
- Designed physical exhibit, built and fabricated museum elements that worked with the hardware and software

## EDUCATION

Carnegie Mellon University 2013

Entertainment Technology Center, Pittsburgh PA  
Master of Entertainment Technology

Texas A&M University 2011

College of Architecture, College Station TX  
Bachelor of Science in Visualization Science  
Minor in Math, Minor in Art & Architectural History

## SOFTWARE

### Proficient:

AutoCAD - Sketchup - Maya - Unreal Engine  
Lumion - Octane - Arnold - Photoshop  
Unity - Illustrator - InDesign - After Effects

### Working Knowledge:

VRay - Rhino - 3DS Max - Revit - BIM 360  
ZBrush - SolidWorks - Touch Designer FTE  
Houdini - C++ - C# - Python - Java Script

## SKILLS

Modeling - Texturing - Lighting - Rendering  
Facades - Vehicle Design - Ride Simulations  
Track Layout - Key Art - Animation - R&D  
Fabrication - Motion Graphics - Exhibits - VR

## AWARDS

THEA Outstanding Achievement (Attraction)  
Hagrid's Magical Creatures Motorbike Adventure 2019  
THEA Outstanding Achievement (Theme Park)  
Warner Bros. World Abu Dhabi 2019  
Take Shape SIGGRAPH Dailies 2013  
Running Out of Steam SIGGRAPH Dailies 2011

## PATENTS

Amusement Park Ride Vibration System US20200188801A1  
Hybrid Ride Vehicle Systems and Methods US20200108324A1  
Ride System with Dynamic Configurations US20200257309A1  
Ride System Having Dynamic Movement US10843093B1

## INTERESTS

Disc golf, photography, travel, card magic, concert visualization, and urban art