

DIANE DWYER

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PROFILE

With a background in scenic design and a passion for research and interpretation, I am an enthusiastic designer. I have experience working on a variety of visitor attractions from concept development to detailed design. I value collaboration and am dedicated to delivering projects of the highest standard.

EDUCATION

MA NARRATIVE ENVIRONMENTS

UAL: Central Saint Martins
July 2019

- Final project nominated for Spatial Practices Prize and LVMH Green Trail, shortlisted for MullenLowe NOVA Awards
- Graduated with distinction

BFA PRODUCTION DESIGN

Savannah College of Art and Design
November 2015

- Scenic Design Concentration
- Themed Entertainment Design Minor
- Graduated *summa cum laude*

SKILLS

- Adobe Photoshop, InDesign, Illustrator
- AutoCAD
- SketchUp
- Implementation of narrative and spatial theory to create engaging experiences
- Research, analysis, and interpretation
- Communicating and collaborating across multidisciplinary teams
- Writing and presenting
- Scenic painting and building

EXPERIENCE

RESEARCH AND CONTENT INTERN

History Factory
January 2021 – present

- Write, research, and fact check content for exhibits in visitor centers, museums, and historic homes
- Research and source images, artifacts, props, and set dressing for exhibits

INTERPRETATION AND DESIGN INTERN

Historic Royal Palaces
June – December 2018

- Devised the interpretation scheme for Christmas at Hampton Court Palace
- Directed floral and lighting design to create historically appropriate decorations based on thorough research
- Designed an interactive installation for guests to share their Christmas traditions

SHOW SET DESIGNER

Thinkwell Group
January 2016 – July 2017

- Created schematic and detailed design packages in AutoCAD and Adobe programmes
- Integrated interactives, lighting and sound equipment within scenic elements while maintaining health and safety and accessibility requirements
- Managed the show set team on certain projects and led department training for all new hires
- Worked on projects for Smithsonian National Museum of American History, NFL Experience Times Square, WB Studio Tour London

TECHNICAL DIRECTION INTERN

Walt Disney World Creative Entertainment
June 2014 – January 2015

- Served as technical director on a variety of projects across Walt Disney World including stage shows, parades, character meet & greets, and events
- Collaborated with art directors, creative directors, operations managers, lighting, audio and pyrotechnic designers and scenic contractors to ensure that projects were executed to the highest level of safety