Amanda L. Perrone



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SKILLS

AutoCAD, Sketchup, Solidworks, Fusion 360, Microvellum, MATLAB, Microsoft Office, Sewing, Prop Building, Scenic Painting, Stagecraft, Fabrication, CAD Modeling, Set Design, Costume Design, Concept Art, CNC Milling, Drafting

EXPERIENCE

Mecca Productions- Technical Designer Project Hire

June 2025- Present

- Designed and drafted scenic pieces for theme parks in Fusion 360 from client design packages and notes
- Updated drawings of finished projects for client records to add clarity and reflect changes made at installation

Cirque du Soleil- Draftsman

May 2024- December 2024

- Designed and produced Solidworks models of scenic pieces, props, and weldment structures for various technical departments in new and existing resident shows and production shops
- Drafted full construction drawings for both conceptual work and final fabrication use in the carpentry and metalworking shops and created files to be CNC cut and 3D printed
- Updated and modified AutoCAD theater plans and converted AutoCAD drawings to usable Solidworks models

JK2 Scenic- Drafting Intern

May 2023- August 2023

- Created 3D models of retail fixtures, cabinetry, and scenic pieces from client references using AutoCAD and Microvellum, then drafted submittal drawings from models
- Managed spreadsheets and organized data entry of hardware and sample logs, consolidating desktop file systems

Sonnentag Theatre at the IceHouse- *Volunteer*

June 2022- August 2022

- Constructed and painted sets and props for multiple stage productions using shop equipment and power tools
- Learned scenic and technical theater techniques and operations under head scenic designer and carpenters

PROJECTS

Gator Theme Park Engineering & Design Club Blue Sky Attraction Design Team

August 2020- May 2024

- Designed theme park and show concepts, producing storyboarding, set and costume concept art, and CAD models
- Led a team of students in the preliminary creative design of a haunted house experience to be built on campus

Toronto Metropolitan University Thrill Design Competition

2021, 2022, 2023

- Designed solutions to theme park engineering prompts in under 24 hours and pitched to industry professionals
- Team awarded commendations in several categories including creative skills, communication, and artwork

Swamp Thrills Design Competition

2020, 2021, 2023

- Designed several themed entertainment experiences and presented to industry professionals for judging
- Team awarded 1st and 2nd place in 2020 and 2021 for dark ride queue and themed restaurant designs

The Penelopiad Set Design

October 2022- December 2022

- Designed and drafted ground plan and elevations in AutoCAD for a theoretical production of *The Penelopiad* in a black box theater with a four-sided balcony
- Created original concept art and storyboard renderings for five scenes of the show in the space
- Constructed 1/8" and 1/4" scale model boxes of the set and simulated stage pictures of different scenes with lighting and removeable set pieces

Animatronic Design Team Sponsored by Pinecrest Gardens

August 2023- May 2024

- Designing and constructing an interactive exhibit of 2 lifelike animatronic birds to be displayed in a Miami park
- Developing a durable, weather-resistant design of mechanical systems with a realistic scenic finish
- Prototyping and modeling our designs using CAD and physical manufacturing to test functionality

EDUCATION

Bachelor of Science in Mechanical Engineering

Graduated May 2024

Minor in Scenic Design, Engineering Innovation Certificate University of Florida - Gainesville, FL

Relevant Coursework: Scenic Design, Scenic Painting, Stagecraft, Drawing and Rendering, Computer Aided Graphics and Design, Design and Manufacturing Laboratory