

Amanda L. Perrone



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SKILLS

Solidworks, AutoCAD, Fusion 360, Sketchup, Microvellum, MATLAB, Microsoft Office, Drafting, GD&T, CNC Milling, Fabrication, Sewing, Stagecraft, Scenic Painting, Concept Art, Creative Design, Writing

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
- Reviewed, corrected, and modified AutoCAD drawings for submittal to maximize information and readability
- 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
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PROJECTS

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 integration of 6 movements and several mechanical subsystems in a small space to function all day outdoors, including synchronized “talking” with an adjustable script
- Prototyping and modeling iterations of our designs using CAD and physical manufacturing and testing

Design and Manufacturing Robotics Team

August 2021- December 2021

- Designed, drafted, and CAD modeled a functioning drivable robot to compete in a game against other teams
- Manufactured robot using milling and lathe machines, welding, and assembling from engineering drawings

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

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
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EDUCATION

Bachelor of Science in Mechanical Engineering

Graduated May 2024

Minor in Scenic Design, Engineering Innovation Certificate

University of Florida - Gainesville, FL

Relevant Coursework: Computer Aided Graphics and Design, Design and Manufacturing Laboratory, Mechanics of Materials Laboratory, Controls Laboratory, Scenic Design, Stagecraft, Drawing and Drafting, Automation in Production