



+1 9127137809



Orange, CA



Delfos287@gmail.com



www.delfingomez.com



www.linkedin.com/in/delfingomez

Profile

I am Delfin Gomez, and I am a multidisciplinary creative designer with an M.F.A in Themed Entertainment and a professional certificate from the University of Central Florida in UX/UI Design and I am seeking art direction, graphic design, Illustration and UI employment in the theme park, gaming, and overall entertainment industry.

Education

Professional Certificate in UI/UX Design

University of Central Florida /
Orlando/FL
2020- 2021

Master of Fine Arts in Themed Entertainment Design

Savannah College of Art & Design /
Savannah/GA
2013- 2015

Bachelor of Arts in Graphic Design

Rafael Bellosso Chacin University /
Maracaibo/Venezuela
2006- 2009

Software Skills



Adobe
Illustrator
**Expert
Level**



Adobe
Photoshop
**Expert
Level**



Adobe
InDesign
**Advanced
Level**



Adobe
After Effects
**Advanced
Level**



Adobe
Premiere
**Advanced
Level**



Adobe
XD
**Expert
Level**



Sketch
**Advanced
Level**



Figma
**Expert
Level**



Miro
**Intermediate
Level**



Sketchup
**Advanced
Level**



MS Office Suite
**Advanced
Level**



Autocad
**Intermediate
Level**

Languages

Spanish
Mother
Language

English
Perfect
Writing / Speaking

Deutsch / German
Basic
/ Speaking

Work Experience

DGOBA LLC – Owner
Orlando, FL

2020 / Current

DGOBA is my own LLC in which I provide my services as a creative designer with art direction, wayfinding, graphics, show set design, UI/UX and Ideation.

Disney Parks, Experiences and Products
Remote
Role: Product Designer / Visual Designer

2021 - 2023 (Contract)

Hired as a product designer on the commerce team department developing, testing, and applying multiple products within the Disney Parks umbrella, specifically the Apps and Website sectors.

- Developed multiple screens and sections with visual design assets, illustrations, buttons, layouts, and prototypes for the first Food and Wine Festival in California, Epcot's Flower and Garden, Epcot's Festival of the Arts and Star Wars Galactic Cruiser on the "My Disney Experience App" now "Walt Disney World".
 - These assets and screens matched the high-quality standards of the brand and its IP'S while also improving guest's attendance to these events and resorts as well as it optimized the guest experience in the app by having a faster loading time than previous entry's.
- Performed on the DPO (Digital Product Optimization) team, supporting Parks and DSE brands via end-to-end optimization projects to drive revenue, supporting key initiatives and improve experiences across the entire digital Guest Journey.
 - Improved launches with fast flow optimizations, Optimized product evolutions as well as design systems evolutions. Results included reducing friction and anxiety when guests checked for park availability in WDW ticket flows as well as highlighted benefits of the products.
 - Developed and designed the department's new branding, including logo, style guide and layouts.
- Later assigned to the Commerce Design: Lodging team to design, develop, prototype, test and implement a new Enterprise Level Resort Management Tool.
 - This project was to replace a management tool conceived in 1998. Designed alongside development partners holistically from start to finish with up to 60 different features.
 - This management tool would directly impact 3 main user archetypes – Front Desk, Back of Office, and Admin, which ran the entire WDW hotel business including, housekeeping, room inventory, arrivals, departure, and finance.
- Applied a broad range of capabilities on digital product design from concept through execution and final implementation. Developed, concepts, wireframes, prototyping, iconography, and style guide across web, mobile web, and native apps (iOS and Android)

MDSX Creative
Orlando, FL
Role: Creative Lead / Visual Designer

2020 - Present (Contract)

MDSX is a design agency that provides immersive storytelling + design for theme parks, live entertainment, museums, and attractions.

Hired as a creative designer creating experiences and activations in different mediums that range from graphics, prints, wayfinding, illustrations. Assisting in art direction when needed and working directly with vendors. Clients ranged between theme parks, museums, hotels, businesses, and events.

- Designed projection mapping graphics and illustrations for Walt Disney World Live shows.
 - Show: "Enchantment" Improved the show experience by implementing projection mapping beyond the Castle at Disney's Magic Kingdom and into Main Street USA. Worked closely with animator to follow the same elements present in the Castle.
 - Show: "Happily Ever After" Optimized the existing show by creating a new set of illustrations, character implementation and animation elements to improve the experience since this was a return of the show. Worked closely with animator as well as multiple Disney departments to provide the right use of the multiple IPs implemented.
- Created multiple interactive graphics including icons, logos, and illustrations to use on Theme Park Pre- shows for rides and Exhibition experiences. These experiences include Super Nintendo World's Bowser Jr's Shadow Showdown at Universal Studios, Jurassic World the Exhibition, Kennedy Space Center, Sea World's Infinity Falls Ride among others.
- Developed multiple wayfinding, illustrations, graphic, show set designs, and logos that would be printed, fabricated, and implemented in themed experiences and events including ICE! At Gaylord Hotels, I Love Christmas Movies at Gaylord Hotels, Halloween event at Turning Stone Resort & Casino and New Year Event at Turning Stone Resort & Casino.
- For all the projects above I performed research, concept, and final production art files. Primary Clients: NASA, Turning Stone Resort Casino, Disney Entertainment, Universal Creative.

Stungun Productions

Los Angeles, CA

Role: Creative Lead / Visual Designer

2020 - Present (Contract)

Stungun is a creative and production boutique specializing in delivering experiences to clients in creative and compelling ways in the entertainment industry.

Hired as a Creative Lead designing and managing multiple projects that included developing and directing wayfinding, illustrations, storyboards, and UI design for multiple live events.

- Developed, supervised, and directed wayfinding implementation for the Formula 1 Miami Grand Prix 2022.
 - Worked closely with fabricators and main event design team to guarantee consistency of design and clarity. Provided a full schematic package with measurements, color, and material callouts for our partners.
- Assisted in designing, managing, and optimizing the Marvel's Avenger's "War Table" Streaming event.
 - Worked closely with our partners at Marvel, Crystal Dynamics, and Square-Enix to make sure we followed the brands standard of quality as well as implemented story and comic book aspects into the event by providing storyboards and created full UI design of the event in its original iteration as well as the Wakanda Expansion event.
- Designed and developed multiple storyboards, ideas, and graphics for multiple corporate Sony PlayStation Events. Also provided schematic packages and drawings.
- For all the projects above I performed research, concepts, wireframes, prototyping, iconography, style guide and high-fidelity concepts. Primary Clients: Square-Enix, Crystal Dynamics, Marvel Entertainment, Formula 1.

JRA (Jack Rouse Associates)

2021 (Contract)

Cincinnati, OH

Role: Concept / Graphic / Fabrication Designer

Jack Rouse Associates is a design company specializing in theme park and museum design services around the world.

- Drawing various graphics for wayfinding, and illustrations for theme parks around the world, as well as activations and museum experiences.
- Assisting in the creation of Key Art landscape render drawings for ongoing and future projects involving theme parks and museum experiences.
- Tasked to perform research, concept, and final production art files.

Additional Work Experience

ODD.O.TS Entertainment

2020 (Contract)

Orlando, FL

Role: Creative Designer

- Designed virtual floor illustrations for interactive escape room videocall experience.
- Involved in the gamification and guest interaction design process.
- *Project Recognition: NEW YORK TIMES – Evolution of Escape Rooms as an interactive experience in COVID times.*

B Morrow Productions

2020 (Contract)

Orlando, FL

Role: Show Set / Graphic Designer

- Created multiple elevation drawings of interactive walkthrough experiences for events.
- Performed research, concepts, coloring, drawing cleanups and final production art files.
- Primary Clients: Gaylord Palms, Christmas at Gaylord Palms.

Hotopp Associates

2018 – 2020 (Full Time)

Orlando, FL

Role: Creative Designer

Hired as a creative designer creating experiences and activations in different mediums that range from graphics, prints, wayfinding, illustrations. Assisting in art direction when needed and working directly with vendors.

Clients ranged between theme parks, museums, hotels, businesses, and events.

- Managed the graphic scope for design and production of projects.
- Illustrated multiple render drawings in concept and development stages of a project.
- Drawings were developed from their sketch stage to full colored renders.
- Assisted in existing drawings with coloring and outline updates.
- Involved in the art direction process of art styles and graphics used for certain projects.
- Oversaw the proper use of IP's that were implemented in multiple projects.
- Performed research, concept, and final production art files for multiple projects.

- Primary Clients: Universal Creative, Walt Disney Creative Entertainment, Busch Gardens, SeaWorld, Bluegreen Vacations, Themed Entertainment Association, Gaylord Palms ICE.

Universal Creative

2018 (Contract)

Orlando, FL

Role: Concept / Graphic / Fabrication Designer

- Designed multiple theme park marquees, signage, and menu designs for Universal's Beijing Theme Park – Specifically Jurassic World Land.
- Involved in the development of art styles and graphics that are custom created following parameters of design provided by art direction given by the client.
- Performed research, concept, and final production art files.

Design Communications LTD

2016 – 2017 (Contract)

Orlando, FL

Role: Fabrication Designer

- Created design packages that vary in custom signage, rebranding and wayfinding that are later custom-engineered, fabricated, and installed for clients nationwide.
- Managed multiple projects simultaneously and oversaw the budget for each project.
- Managed and supervised workload for a team with multiple disciplines.
- Supervised construction and assembly of signage as well as proofing samples that match the company and client quality standard.

Walt Disney Imagineering

2014 – 2016

Orlando, FL

Role: Associate Graphic /Fabrication Designer

- Worked under the Art Directors and Senior Production manager's direction to develop design concepts, layouts, and schematic packages to be used for the execution of all graphics.
- Guaranteed that a cohesive collective of designs would push the storytelling factor further.
- Managed multiple vendors and worked with the Art Director, Senior Production manager and fabricator to ensure that there was a clear and concise communication system so that every graphic piece stayed on the desired production schedule and within budget.
- Delivered project to Operations ahead of schedule and under budget.
- Ability to work with multiple projects that involve different design styles and delivery deadlines simultaneously.