

David Borning

davidborning@gmail.com

Portfolio: www.davidborning.com

Hands on creative designer and recent Walt Disney Imagineering Anaheim Studio Creative Intern. Passion for and experience with themed attractions utilizing animatronics, special effects, and physical environments.

Awards

Walt Disney Imagineering's 2016 Imaginations Design Competition First Place

Skills

Blue Sky, Attraction Design, Concept Art, Show Writing, Model Building, Video Editing, Sound Design, Presentations, Graphic Design, Technical Documentation, Small Animatronic Mockups, Theme Park Special Effects, Prop Fabrication, Programming, Custom Electronics, Laser Cutting

Software: Adobe Creative Suite, Apple Keynote, Arduino, Audacity, AutoCAD, Autodesk Fusion 360, Corel Painter, Final Cut Pro, Fritzing, GarageBand, Google Apps, HTML, Java, Microsoft Office, Photoshop, Processing, QLab, Revit, Rhinoceros, Max/MSP, SketchUp, VectorWorks

Education

B.A. in Drama Design, Minor in Digital Arts and Experimental Media December 2017
University of Washington, Seattle, Washington
Honors: *magna cum laude* (GPA: 3.89/4.0)

Steve Alcorn's Theme Park Design Workshop
University of Washington School of Music, undergraduate studies
American Academy of Dramatic Arts, Los Angeles, CA

Experience

Universal Studios Hollywood Special Effects Technical Supervisor for Halloween Horror Nights 2018

- Including special effects and animation R&D, technical design, and implementation.

Winchester Mystery House Special Effects Consultant 2017

Walt Disney Imagineering Anaheim Studio Creative Intern 2016 - 2017

- Creative design for attraction and area enhancements.
- Special effects design, prototyping, and final installation in the Disneyland Resort.
- Contributions to multiple Disneyland Resort blue sky projects.
- Maintaining and enhancing show quality of attractions at the Disneyland Resort.
- Interfacing between Walt Disney Imagineering and Park Operations.
- Updating and enhancing global Audio Animatronics technical documentation.

California Theaming Animatronic Controls Consultant 2016

- Worked with team to come up with simple cost-effective solution for communication between a parade float and an animated figure. Programmed industrial stepper motors for figure.

Walt Disney Imagineering's Imaginations Design Competition Team Leader for Mickey's Magic Garden, a miniature traveling theme park, first place winners 2016.

- Designed and constructed a 1:48 scale model of the center of the park with integrated synced show lighting and a miniature working animatronic dragon.
- Designed, constructed, and voiced a three foot tall working animatronic Grandmother Willow.
- Designed two trackless dark ride layouts and provided initial storyboard sketches.
- Worked closely with teammates on concept development, show writing, and overall park design.
- Collaborated remotely with teammates in different cities across the country.

Interactive Art Installations

- Combined circuit building, programming, fabrication, and finish work to create several small interactive experiences, including a rear projection mapped floating head in a crystal ball, a realistic animatronic raven built from scratch, and a magical dollhouse using face recognition for interactivity.

Past Theatrical Experience

- Professional opera singing, acting, and prop fabricating.