

David Borning

davidborning@gmail.com

Portfolio: www.davidborning.com

Hands on creative designer and recent Walt Disney Imagineering Special Effects Designer. 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, Art Directing, Concept Art, Show Writing, Model Building, VFX, Sound Design, Presentations, Graphic Design, Technical Documentation, Small Animatronic Mockups, Theme Park Special Effects, Prop Fabrication, Programming, Custom Electronics

Software: Adobe Creative Suite, Apple Keynote, Arduino, Audacity, AutoCAD, Autodesk Fusion 360, Corel Painter, Final Cut Pro, Fritzling, 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

Walt Disney Imagineering Anaheim Studio Associate Special Effects Designer ND 2019 - 2020

- Art directing, designing, media creation, and prototyping for a reimagining of a soon to reopen classic attraction

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.

Interactive Art Installations

- Combined art and technology to create several small interactive experiences.

Past Theatrical Experience

- Professional opera singing, acting, and prop fabricating.