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Unreal, Unity, Photoshop,  
Illustrator, Revit, AutoCAD,  
Maya, SketchUp, VectorWorks,  
ArcGIS, Microsoft Office, iWork

Narrative Worldbuilding  
Stylized Spatial Design  
Cross-Discipline Collaboration  
Playtesting & Feedback Loops

**MS (2025)**  
University of Central Florida  
Interactive Entertainment  
Level Design

**MFA**  
Savannah College of  
Art and Design  
Themed Entertainment Design

**MS**  
The University of Oklahoma  
Architecture & Urban Design

**BFA**  
Hofstra University  
Theatrical Design

# Kurt Edison D'Amour

## Level Designer

**Squinky Studios** **Level Designer** **2024-Present**  
- Designed, concept art, and built the three levels in a Souls-like game, optimizing gameplay flow, pacing, and difficulty.  
- Modeled and set dressed multiple game levels using Unreal Engine.  
- Maintained 3D asset consistency and modularity for environments.

**Dinosaur VR** **Project Lead** **2024**  
- Developed a VR game experience for Orlando Science Center.  
- Art direction of 3D environment, modeling, and asset placement.

**Kedamour** **Art Director** **2014-2024**  
- Developed 100+ global story concepts for themed attractions.  
- Created a 3D Visualization pipeline for the concept team.  
- Produced detailed CAD drawings and 3D models to support show design, ride systems, and architectural coordination.  
- Managed and directed outsourced artists to match project vision.  
- Modeled themed environments, props, and scenic elements in SketchUp, Maya, Rhino, and Unreal Engine.  
- Clients included: Universal Studios, Sony Parks in Asia, Tulsa Zoo, Naughty Dog, Nickelodeon Park in Asia, Itec Entertainment.

**Adena Themed Portfolio** **Artisan Supervisor** **2021**  
- Oversaw the creation of artificial foliage and rockwork production.  
- Contributed to six major land expansions for Disney Parks, ensuring thematic consistency and quality.

**Walt Disney World** **Set Decorator** **2017-2020**  
- Achieved global recognition by designing the Icon Tree for Magic Kingdom – the most Instagrammed Christmas tree in the world.  
- Elevated team productivity and successfully managed Design Teams (2-5) and larger Install/Strike Teams (20+).

**Walt Disney Imagineering** **Show Writing Intern** **2015**  
- Presented new concepts for 20+ attractions, and developed concepts for art directors and blue sky concept teams.

<b>Chick-fil-A</b>	<b>Designer</b>	<b>2014</b>
<b>SCAD Productions</b>	<b>Lighting Designer</b>	<b>2013-2015</b>
<b>Urban Design Studio</b>	<b>Graduate Assistant</b>	<b>2011-2013</b>
<b>Light Opera Oklahoma</b>	<b>Prop Designer</b>	<b>2011</b>
<b>Hofstra University</b>	<b>Scenic Designer</b>	<b>2010</b>
<b>Hofstra University</b>	<b>Prop House Manager</b>	<b>2007-2010</b>