



Kedamour.com
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Photoshop, Illustrator, Revit,
Unreal, SketchUp

Exhibit Content Development
Interpretive Planning
Exhibit Writing
Environmental Storytelling
Guest Experience Design
Thematic Development

MS

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

Exhibit Content Developer & Art Director

NC Aquariums Exhibits Curator 2025-Present

- Lead exhibit content development, design, and guest experience planning for aquarium galleries and interpretive projects.
- Manage and mentor the exhibits team while guiding budgets, priorities, and project development.
- Propose new exhibit concepts and define the educational content, interpretive direction, and research that inform each experience.
- Translate animal care, conservation, and science topics into clear exhibit text, interpretive media, and gallery panel copy in collaboration with Education, Husbandry, and internal teams.

Kedamour Art Director 2014-2026

- Developed story-driven concepts, signage, and environmental narratives for themed attractions and public-facing experiences.
- Led creative direction across concept development, visual storytelling, and interdisciplinary design deliverables.
- Directed external artists and production partners to align content with project goals, technical requirements, and brand standards.
- **Selected clients included** Tulsa Zoo, Universal Studios, Nickelodeon, Naughty Dog, Warner Brothers, and Itec Entertainment.

Ampersandbox Art Director 2025-2026

- Lead story, content, and cross-disciplinary creative development for interactive narrative experiences.

Dinosaur VR Art Director 2025

- Led a VR experience project for Orlando Science Center.
- Directed art, layout, and 3D asset implementation for environments.

Adena Themed Portfolio Artisan Supervisor 2021

- Streamlined production of themed environments, artificial foliage, and rockwork for six large-scale Disney Parks land expansions.

Walt Disney World Scenic Design 2017-2021

- Designed guest-facing scenic elements for large-scale seasonal environments and immersive experiences.
- Designed the Icon Tree for Magic Kingdom, the world's most Instagrammed Christmas tree.

Walt Disney Imagineering Concept Development 2015

- Wrote educational and interpretive copy for zoo and aquarium placards, museum gallery signage, and thematic props.
- Conducted content and period research to support accurate, story-driven concept development.