

DAWSON DILL

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WEBSITE

www.dawsondill.com

Creative director, interaction designer, and graphic artist
with a background in conceptualizing, developing, and prototyping
immersive experiences that bring people together through *play*.

EXPERIENCE

WALT DISNEY IMAGINEERING RESEARCH & DEVELOPMENT

Senior R&D Imagineer • May 2017 - Present

R&D Imagineer • Nov 2014 - May 2017

Experience Designer Associate • May 2012 - Nov 2014

Advanced Development Intern • July 2011 - May 2012

Creative Direction:

Pitched, developed, and led several R&D projects for Walt Disney Imagineering. Worked with research partners to invent new technologies for Disney theme parks and attractions. Leveraged background in game development and concept design to scope, sell, and build fully-functional, prototype experiences. Presented and demonstrated projects annually to Disney executive leadership to set technology priorities and to showcase the "fun" of the future. Helped to launch multi-million dollar ride vehicle initiative as well as generated intellectual property around group interactivity and augmented reality.

Conceptual Interface Design:

Led multiple UI/UX efforts for highly bespoke Imagineering tools and technology. Worked on systems that enabled more effective global collaboration through VR and also new control software for more efficient and accurate robotic figures. Also led the UI/UX design for Shanghai Disneyland's Show Control Software. Unified design language across attractions for increased operational efficiencies and worked with engineers to upgrade system for touchscreens.

AD COLONY (JIRBO INC.)

Graphic Design Intern • July 2010 - July 2011

Game Development:

Served as graphics generalist for mobile start-up company. Designed interfaces, illustrated 2D graphics, and edited marketing videos for games like *Sovereign: Kingdoms* and *Tap Reef*.

AWARDS & PATENTS

DISNEY GLASSES-FREE AR/VR PATENT 2020

Co-Inventor on pending patent for: *Visual Effect System Including Perspective-Correct Autostereoscopic Retroreflective Projection*. Developed working prototype and demo experience.

DISNEY AR PLAYSET PATENT 2020

Co-Inventor on pending patent for: *Virtual Presentation of a Playset*. Worked with Consumer Products Innovation Lab on method for enhancing physical playsets with augmented reality.

DISNEY INTERACTIVE RIDE PATENT 2018

Co-Inventor for: *Park Attraction with Collaborative Passenger Control of Holonomic Vehicles*. Mocked-up and tested internally for Imagineering as a full-scale ride-able prototype.

THEA AWARDS 2017

Credited on two Themed Entertainment Association awards. Creative Designer on *Ghost Post* (Achievement in Connected Immersion) and also for R&D role on Shanghai Disneyland.

WALT DISNEY LEGACY AWARD 2017

Received a peer-nominated biannual Disney Cast Member award for demonstrating the values of Walt Disney: "*dream, create, & inspire.*"

EDUCATION

UNIVERSITY OF CALIFORNIA, LOS ANGELES (UCLA) 2007 - 2011

B.A. in: Design & Media Arts

Minored in: Film, Television, & Digital Media

Graduated with Honors: Summa Cum Laude, Chancellor's Marshall

SKILLS

VISUAL DESIGN

Storyboarding

Adobe Suite

Presentation Design

Illustration

INTERACTIVE

Unity & Unreal

Processing/Arduino

Web Design

User Interface Design

AUDIO / VISUAL

Video Production

Editing

Sound Design

Photography

+INTERESTS

Paleoart

Graphic Novels

Board Games

Musical Instruments