



Sarah Adams

Production Art Director for Themed Entertainment

Themed entertainment professional specializing in supporting scenic painting and hardscapes.

Experience

Contact

Email

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Portfolio

sarahadamsdesign.com

Phone

(804) 385-3222

Education

2020 – 2023

Master of Science in Architectural Studies

Themed Environments Integration

University of Florida,
CityLab-Orlando

2015 - 2019

Bachelor of Fine Arts

Theatre Design & Production:
Scenic Design,
Minor in Art History

University of Michigan,
Ann Arbor

Skills

Scenic Painting, Color Theory & Design, Creative Project Management and Documentation, Leading Interdisciplinary Teams, Hardscape Design Theory, Smartsheets, Microsoft Office, Adobe Creative Suite

Consultant Production Art Director – Themed Finishes

Universal Creative | Orlando, FL | 2023 - Current

Conducting accelerated testing research to evaluate the durability of various fluorescent paint products. Maintains momentum across concurrent theme park design and development projects by facilitating seamless collaboration between project teams and vendors. Actively engages in hands-on scenic painting to drive project progress and meet deliverables as needed.

Associate Project Manager - Themed Finishes

Universal Creative | Orlando, FL | 2022 - 2023

Collaborated on scenic paint and hardscape design efforts for simultaneous domestic and international theme park design & development projects. Pioneered a standardized process for documenting paint in new projects. Assisted on updating company-wide specifications for scenic painting. Oversaw teams of digital artists, painters, and color designers who created visual guides and color references for project teams and external vendors. Ensured meticulous documentation for hundreds of creative samples produced in house and facilitated their reviews and approvals.

Scenic Artist

Adirondack Studios | Orlando, FL | 2019 - 2020

Scenically paint on-site for Walt Disney World Resort's "Mickey and Minnie's Runaway Railway" and "Star Wars: Galaxy's Edge". Extensive experience with fluorescent scenic painting.

Haunted House & Escape Room Designer & Manager

Theme Park Engineering Group | Ann Arbor, Michigan | 2019

Oversaw project team, budget, schedule, construction, load in, operation, and strike of a multi-room escape room and haunted house. The escape room ran for two weekends. The haunted house ran was set up, operational, and deconstructed in one day.

Park-Wide Intern - Themed Finishes

Universal Creative | Orlando, FL | 2017 & 2018 Summer Semesters

Worked with "Universal Beijing Resort" art directors, land teams, and vendors to document paint and color for building interiors and exteriors, signage, ride vehicles, and animated figures. Designed tracking and organization systems for colorboards and sample build orders.

Scenic Designer & Lead Scenic Artist

MUSKET Musical Theatre Org. | Ann Arbor, Michigan | 2016 - 2018

Scenically designed and managed the construction teams of four large musicals. These productions played in a university mainstage 1,350 seat theater. For all productions, I directed and assisted IATSE crews in scenic load in and strike.