

RYAN GROVER

— | architectural design | —

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education

California State Polytechnic University
In Progress
Pomona, CA
Bachelor of Architecture

Savannah College of Art & Design (SCAD)
Savannah, GA
BFA in Architecture (incomplete)
Minors in:

- ▶ Themed Entertainment Design
- ▶ Architectural History
- ▶ Electronic Design

skills

3DSMax	Outlook
After Effects	PowerPoint
AutoCAD	Photoshop
BIM360	Premiere Pro
Bluebeam	Revit
Enscape	Rhino
Excel	Slack
Grasshopper	SketchUp
Illustrator	Teams
InDesign	V-Ray
Keynote	Word
Lumion	Zoom

3D Modeling	Presentation Decks
3D Printing	Professional Writing
Construction Methods	Project Management
Digital Drafting	Public Speaking
Environmental Control	Set Design
Graphic Design	Sketching
Hand Drafting	Spatial Design
Model Making	Team Leadership

involvement

TEA NextGen Member • 2018 to present

TEA@CPP Club Member • 2025 to present
▶ Outreach Coordinator • 2025 to 2026

TEA@SCAD Club Member • 2018 to 2024
▶ Vice President • 2020 to 2023
▶ Secretary • 2020
▶ Social Media Chair • 2019 to 2020

experience

Walt Disney Imagineering • Glendale, CA • 2023 to 2024

- ▶ **Project Management Intern**
Managed multiple studios and divisions of work during the blue sky and early development phases of multiple attractions, shows, and theme park expansions. Led team meetings and designed presentation material for executive reviews. Coordinated with park partners in the execution of deliverables post-turnover of an attraction to ensure continuation of show quality.

Universal Creative • Orlando, FL • 2022 to 2023

- ▶ **Facility Design Intern**
Utilized several 2D and 3D softwares and cloud services to interface design, construction, and installation of elements for architecture, interiors, show and theme lighting, landscape, show set, and show engineering. Participated in site walks to oversee project construction and change-order management with general contractors.

- ▶ **Show/Set Design Intern**

Produced 3D models and drawing packages for show and architectural elements based on artwork and creative direction. Interfaced with production vendors to ensure show quality. Collaborated with creative executives to deliver on creative intent and consistency within the design principles of the project.

Disneyland Resort • Anaheim, CA • 2018 to 2020 & 2021 to 2022

- ▶ **Outdoor Vending Cashier**
Responsible for cash and payment card sales of prepackaged food and beverage items at multiple vending cart locations and balloons at roaming locations. Worked in Guest Show Operations to efficiently and safely move crowds around and through parade and nighttime show settings.

projects

- ▶ Mickey & Minnie's Runaway Railway • Disneyland • 2023
- ▶ Celestial Park • Universal Epic Universe • 2025
- ▶ Stardust Racers • Universal Epic Universe • 2025
- ▶ Constellation Carousel • Universal Epic Universe • 2025
- ▶ Walt Disney - A Magical Life • Disneyland • 2025
- ▶ Avengers Infinity Defense • Disney California Adventure • Date TBA
- ▶ Stark Flight Lab • Disney California Adventure • Date TBA
- ▶ "Coco" attraction • Disney California Adventure • Date TBA

"Imagination was given to man to compensate him for what he is not; a sense of humor to console him for what he is."

-Francis Bacon