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PROFESSIONAL EXPERIENCE

Walt Disney Imagineering | Lake Buena Vista, Florida Principal Graphic Designer, 2023-Present

Walt Disney Imagineering is responsible for breathing life into themed immersive experiences globally. Focusing on highly complex experiences that cross parks, resorts, and cruise ships, WDI is an interdisciplinary environment involving collaboration from numerous disciplines. Designers are responsible for visual communication within these experiences, including logos, marquees, operational signs, thematic illustrations, digital and printed collateral. Each project includes "blue-sky" brainstorming, client meetings, design development, vendor approvals, site installation from concept to project delivery.

- Develop unique, story driven designs in collaboration with creative directors
- · Lead designers by developing workflow to meet project delivery deadlines
- · Design draft level design contract documents, detailing fabrication intent
- · Interpret architectural drawings and plans to determine signage solutions
- · Manage creation of ADA code signage for domestic and international projects
- · Lead the development of signage fabrication and manufacturing specifications
- Provide oversight in shop visits in construction and commentary to meet intent
- · Operating subject matter expert on projects and within graphics department
- · Notable projects include:

Disney Wish, Disney Treasure, Toy Story Land, New Fantasyland, Design Services

Senior Graphic Designer, 2022–2023

Graphic Designer, 2017-2022

Associate Graphic Designer, 2011–2017

Graphic Design Intern, 2010–2011

Paper + Plastick Records | Gainesville, Florida Graphic Designer, 2009–2010

Paper + Plastick is an independently run record label focused on delivering high-quality vinyl packaging and limited products. Graphics support for the label includes adapting recording album artwork assets for all print communications. Used coding to update websites with static graphics as well as setting up vinyl packaging artwork for production.

Samuel P. Harn Museum of Art | Gainesville, Florida Public Relations and Marketing Department Intern, 2009

Produced print collateral for museum events and publications. Specifically focused on advertisements to drive student visitation and donor involvement.

University of Florida, School of Art + Art History | Gainesville, Florida Design Intern, 2009

Collaborated with a team of designers to brand the art department and all related collateral. Worked specifically to redevelop course materials and promotional materials to drive student engagement and involvement.

Apple | Gainesville, Florida Apple Campus Representative, 2009

Activated campus by driving sales and student enthusiasm for Apple products. In addition to tabling and holding campus events, Apple representatives held weekly check-ins to provide updates on programming and sales.

EDUCATION

Savannah College of Art and Design Masters of Arts, 2024

Graphic Design & Visual Experience

University of Florida

Bachelor of Fine Arts, 2010 Graphic Design, Art History Minor Magna Cum Laude, High Honors

New World School of the Arts

Visual Art, 2006

SOFTWARE & TOOLS

Adobe Creative Cloud CADTools Glyphs Figma Miro SketchUp Microsoft Office

SKILLS

Typography
Environmental Graphics
Illustration
Art Direction
Identity/Branding
Storytelling
Traditional Media

PROFESSIONAL AFFILIATIONS

TEA

Themed Entertainment Association

AIGA

American Institute of Graphic Arts

SEGD

The Society of Experiential Graphic Designers

RECOGNITIONS

Graduate Scholarship, 2021–2024Savannah College of Art and Design

Silver Addy Award 2011

Southeast Regional Student Category

Gold Addy Award 2011

Gainesville Regional Student Category

Dean's List, 2006-2010

University of Florida