Ira Kristel Caro

WRITER & CONCEPT DESIGNER

1 (702) 358 2094

irakristelcaro@gmail.com

www.irakristel.com

EXPERIENCE

2024 - Present

INTERN | Creative Development Inclusive Strategies
Walt Disney Imagineering | Glendale, CA

- Works on multiple projects that foster growth, learning, and awareness of different cultures
- Collaborates with team members to develop and deliver inclusive stories, programs, and experiences for a global audience
- Participates in brainstorming sessions for updating current or new experiences
- Designs visually compelling research and data-based presentation decks for various audiences

2023

CONCEPT DESIGNER | Haunted Experience
The Haunting of Palmetto Bluff | SCAD x Palmetto Bluff

- Collaborated with a team at SCAD of different disciplines to design a haunted experience in Palmetto Bluff, South Carolina
- Worked on storyboard sketches, poster design and fabrication, and graphic design

2017 - 2023

SELF-PUBLISHED AUTHOR & ILLUSTRATOR
Kindle Direct Publishing

- Illustrated and wrote *The Last Moon (novella)*, *Survival of the Laziest, Love in the Time of the Internet, and Adulting at its Finest*
- Developed concept art, storyboards, and edited final drafts of each comic and book
- Formatted and self-published books using Amazon's Kindle Direct Publishing platform

2019 - 2022

TEACHER | Elementary School (K-5)
Clark County School District (CCSD) | Las Vegas, NV

- Designed, wrote, and implemented lesson plans for a variety of subjects (art, math, reading, history)
- Established open communication and positive relationships with students and colleagues
- Collaborated with peers on a daily basis
- Implemented new strategies and feedback to better my professional practices

2017 - 2018

MUSEUM PRESENTER & PERFORMER
Discovery Children's Museum | Las Vegas, NV

- Provided an engaging and vibrant experience for the museum's visitors through exhibits and live programs
- Influenced guests to learn about the world around them through playful learning experiences
- Constructed museum's temporary exhibits
- Quickly learned new skills and applied them to daily tasks, improving efficiency and productivity

EDUCATION

2022 - Present

SCAD, Savannah College of Art & Design

MFA in Themed Entertainment Design

School of Creative Technology
Current GPA: 4.0
Graduating June 2025

2022

GOOGLE UX Design Professional Certificate

Coursera, March 2022 - May 2022

UX research and design fundamentals, using tools like Figma and Adobe XD to produce prototypes

2013 - 2017

UCLA, University of California, Los Angeles

BA in Architectural Studies
Minor in Film, Television, and Digital Media

School of Arts and Architecture
Dean's Honors List
GPA: 3.710

SKILLS

DESIGN

- Blue Sky Concept Development
- UX/UI Design
- Concept Design
- Concept Art
- Hand Drafting
- Hand and Digital Illustration
- 3D Modeling
- Painting
- Physical Model Making
- Aging/Distressing Surfaces
- Graphic Design
- Visual Design
- Storyboarding
- User Research
- Wireframing
- Prototyping
- Usability Testing
- Layout
- Ideating Design Solutions

SOFTWARE

- Unreal Engine 5
- Rhinoceros 3D
- Maya
- Figma
- Adobe Creative Cloud
- Adobe XD
- Adobe Photoshop
- Adobe Illustrator
- ProCreate
- SketchUp
- AutoCAD
- Mac and PC
- Microsoft Office
- Google Workspace
- After Effects
- Final Draft
- Revit
- Canva

PERTINENT COURSES

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2022 - Present

SCAD, SCHOOL OF CREATIVE TECHNOLOGY
Savannah College of Art & Design | MFA Themed Entertainment Design

- **COMPONENT DESIGN STUDIO - Themed Entertainment Design, Professor Christopher Stapleton**
  - Learned component design processes, methods, and practices.
  - Developed a Creative Guide showcasing components such as merchandise carts, food carts, and etc.
  - My Project: Traveling circus with components loosely based on the *Winnie the Pooh* IP.

  Project Link: https://www.irakristel.com/themedentertainment/beyond-the-hundred-acre-wood

- **CONCEPT DESIGN STUDIO - Themed Entertainment Design, *Professor Christopher Stapleton***
  - Learned concept design processes, methods, and practices to use in the industry.
  - Developed a Creative Guide/Living Document of an exhibit I designed at the conceptual level.
  - My Project: An interactive exhibit based on the book, *The Little Prince* by Antoine De Saint Exupery.

  Project Link: https://www.irakristel.com/themedentertainment/the-little-prince

- **THEMED ENTERTAINMENT INDUSTRY - Themed Entertainment Design, *Professor Bill Gorgensen***
  - Learned the phases of design projects (conceptualization, design, building, management, delivery).
  - Developed an attraction with a queue, dark ride, and retail shop, that focused on guest experience.
  - My Group Project: An attraction based on the short story, *Call of Cthulhu* by H.P. Lovecraft.

  Project Link: https://www.irakristel.com/themedentertainment/rise-of-cthulhu

- **MODELMAKING FOR THEMED ENTERTAINMENT - Production Design, *Professor Josh Steadman***
  - Learned construction methods for creating physical models for film, tv, and themed entertainment.
  - Developed white models and a miniature color model; 1/4" = 1' scale.
  - My Project: A color model based on a setting in the book, *The Ballad of Never After* by Stephanie Garber.

  Project Link: https://www.irakristel.com/themedentertainment/the-hollow

- **GAME ART: ENGINE PIPELINE AND PRACTICES - Game Design, *Professor Aram Cookson***
  - Learned Unreal Engine 5 and explored various art and design pipelines, concentrating on virtual environments.
  - Developed virtual environments using UE5.
  - My Project: A cinematic cut scene of a door opening and being a portal between two worlds.

  Project Link: https://www.irakristel.com/themedentertainment/epic-door

- **FILM AND DIGITAL MEDIA PRODUCTION TECHNOLOGY - Film, *Professor Amanda Kulkoski***
  - Learned the collaborative process of making films, lighting for film. and sound.
  - Focused on storytelling using lights and cinematography, focused placed on aesthetic of the image.

2013 - 2017

UCLA, SCHOOL OF ARTS & ARCHITECTURE
University of California, Los Angeles | BA Architectural Studies, Minor in Film

- **Architecture and Urban Design** - Studio I, II, III; Projections, Building Materials, Digital Technology
- **Film, Television, and Digital Media** - Art & Technology in Filmmaking, Digital Cinema, Animation

2022

COURSERA, GOOGLE UX DESIGN PROGRAM
Online, Remote Learning

- **UX Design Courses** - 1. Foundations of UX Design, 2. Start the UX Design Process, Empathize, Define, Ideate, 3. Build Wireframes and Low-Fidelity Prototypes, 4. Conduct UX Research and Test Early Concepts, 5. Create High-Fidelity Designs and Prototypes in Figma, 6. Responsive Web Design in Adobe XD, 7. Design a User Experience for Social Good

  UX Design Projects: https://www.irakristel.com/uxdesign/

SUMMARY

A creative problem solver and critical thinker who wants to change the world with her stories, imagination, and art that exhibits unforgettable experiences.

I desire to work on diverse, innovative, and inspiring projects from start to finish. I am willing to learn new skills and can contribute fresh ideas and progressive insights on collaborative projects.

QUALIFICATIONS

- Detail Oriented
- Problem Solver
- Organized
- Time Management
- Quick Study
- Leadership
- Public Speaking
- Team Player
- Collaborator
- Ability to Multi-Task
- Self Motivation
- Functions Well in a Fast-Paced Environment
- Strong Written and Verbal Communication Skills

INTERESTS

- Books
- Puzzles
- Writing
- Anime
- Cartoons
- Yummy Food
- Camping
- Volunteering
- Escape Rooms
- Theme Parks

LANGUAGES

- English (Fluent)
- Tagalog (Intermediate)
- Korean (Basic)