

Mason Daryl Lev

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Themed Entertainment:

Walt Disney Imagineering - Glendale, CA

Concept Technical Director & Creative Lead - August 2020 to Present

I helped craft the narrative of our ride as a part of the Creative Team and lead the effort to research, experiment, and develop new technical solutions to embellish and drive forward story conceits. I lead the Illusion Design team to design and integrate those illusions into the overall show design, while coordinating and involving all show disciplines to insure all physical and creative needs are met. This requires a coordination with the Projection, VFX, SFX, Lighting, and Show Set to track illusions through the design phases. I am also responsible for the overall designs of all mockups to test and prove out various concepts. At the end of these efforts, I report out to all the departments of work the lessons learned of those mockups to insure designs are able to adapt and evolve.

Production Designer & Creative Lead - June 2015 to May 2020

I assisted with story development, show layout, set design, mockup/staging strategy development, designed mockups to prove out visual concepts, and special effects for the attraction. In addition, I lead the illusion development effort utilizing experimentation, exploration, and design adaptation of multiple new technologies for integration into story beats and scenic designs. I worked directly with VFX and Show Set to develop and modify show elements to fit with each discipline's requirements and technical limitations. In addition, developed the projection design, managed installation, and assisted with programming for VFX, SFX, and ride vehicles. During installation, I oversaw vendor installation into the actual ride box, coordination between VFX, Show Set, Ride, and Show Mechanical to problems solve issues that arose.

Special Effects Lead - January 2015 to June 2016

I led the effort to define and develop the overall look and aesthetic of the ride, as well as designing and developing scaled sketches, physical, and 3D models of effects and illusions. I led efforts to create pre-visualizations for look development and special effect development. I designed creative solutions for the mechanical, and visual challenges by coordinating and managing special effects designers in California and Florida, on the design, build, and implementation the effects for our mockups.

Internships:

Walt Disney Imagineering - Glendale, CA - Concept Lab Intern - June, 2014-January, 2015

Ralph Funichello - Assistant Scenic Designer - 4000 Miles - South Coast Repertory, 2013

Awards:

THEA Award 2021 Mickey and Minnie's Runaway Railway: Thea Award for Outstanding Achievement: Attraction Best Artistic Achievement Visual & Performing Arts - "City of Angles" Set Design Humboldt State University 2010

Patents:

Acoustically and Visually Optimized Projection Screen: Issued December 10, 2019 - United States - #10506315 B1

Reflective Surface Tensioning System for Pepper's Ghost Illusion: Issued April 18, 2017 - United States - #0625732 B1

Skills:

Vectorworks

Solidworks

Microsoft Office

Photoshop/Illustrator/After Effects

SketchUp

SU Podium

Rhino3D

Maya

Technical Direction

Large Scale Scenic Install

Laser Cutting

Rigging

Education:

San Diego State University - M.F.A. Degree in Scenic Design with a Focus in Theatre and Film

Graduated: May, 2014

Humboldt State University - B.A. Degree in Theatre with an Emphasis in Scenic Design and Acting

Graduated: May, 2010

References:

Available Upon Request