



Kali Fuller

VISUAL STORYTELLER AND DESIGNER
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PROFILE

Designer with a strong background in every stage of the design process, from blue sky through production; Passionate about pushing boundaries, thinking creatively, and continually learning. Skilled in crafting immersive, story-driven design concepts that captivate and engage, with a proven track record of leading projects to successful execution. Seeking a role where I can apply my unique skills, knowledge, and passion for design to bring compelling narratives to life.

EDUCATION

MASTER OF ARTS

Visual Communication Design
Liberty University 12/2026

MASTER OF SCIENCE

Themed Experience Design
University of Central Florida 5/2023

BACHELOR OF APPLIED SCIENCE

Interior Design
Seminole State College 5/2020

ASSOCIATE OF SCIENCE

Photographic Technology
Daytona State College 5/2014

PROGRAMS

- Revit /ACC
- SketchUp
- Photoshop
- Illustrator
- SPEXX
- Keynote
- Lumion
- AutoCAD
- InDesign
- MS Suite
- Maya/Max
- Rhino

SKILLS

- Illustration
- Rendering
- Problem Solving
- Graphic Design
- Leadership
- Visual Storytelling

MEMBERSHIP

- Slice Creative Network Member
- Future Theme Park Leaders Association
- TEA Next Gen Member
- IAAPA Member
- Founder UCF Themed Experience Ambassador
- SPA Student Advisory Council
- SEG D Member

EXPERIENCE

Universal Creative / Orlando, Florida

ASSISTANT FACILITY DESIGN MANAGER - May 2023 - Present

Led the design and execution of 5+ land buildings/carts and a major E-ticket attraction within Universal's Epic Universe, blending creative vision with real-world logistics. Worked with cross-functional teams and external partners to bring bold concepts to life, keeping projects on track and on budget. Managed creative development through construction, ensuring seamless integration of design intent with operational goals while maintaining the integrity of the original vision

- Coordinated with internal teams and external partners to align program, budget, and scope objectives, while collaborating with creative teams (Graphics, Interiors, Lighting, Show Set) to ensure design elements supported storytelling goals and enhanced the guest experience
- Led weekly meetings with A&E vendors, contractors, and senior leadership to resolve challenges, maintain project momentum, and ensure timely delivery while preserving design integrity
- Provided regular progress reports to senior management through executive site walks, highlighting milestones, potential risks, and alignment with strategic goals
- Supported senior leadership with A&E vendors' contractual obligations, including preparing Scopes of Work, Directives, and incorporating agreed-upon changes while balancing creative goals
- Monitored on-site construction, addressing discrepancies between drawings and creative intent for both guest-facing and back-of-house spaces
- Utilized Revit, AutoCAD, BlueBeam, and Adobe Creative Suite to produce drawings, sketches, and solutions, facilitating design updates and creative adjustments
- Streamlined document management via BIM 360 and Adobe Construction Cloud, ensuring all project files adhered to Universal's standards and were efficiently shared across teams
- Approved and managed RFIs, submittals, and design modifications, ensuring documentation met quality standards and project specifications
- Mentored and guided team members, fostering a collaborative and innovative environment and providing career development and technical training
- Oversaw project schedules, budgets, and scope with stakeholders, ensuring timely delivery and compliance with creative and construction standards

INTERIOR/ARCHITECTURAL DESIGN INTERN - September 2019 - May 2020

Collaborated with development and design teams at Universal's Epic Universe, gaining hands-on experience in the theme park industry. Supported architecture and construction teams, navigating diverse project management styles and contributing to a range of creative and technical design challenges.

- Created vibrant color renderings, mood boards, graphic illustrations, and material designs using a variety of artistic media and Adobe Creative Suite to bring ideas to life
- Demonstrated strong creative problem-solving and visual storytelling, handling confidential materials and designs with discretion and finesse
- Contributed to architectural and interior design development, producing accurate technical documentation and supporting construction activities alongside Universal Creative and design consultants
- Ensured design compliance with architectural and engineering standards, codes, and specifications, using tools like SPEXX and Excel to maintain project consistency and quality
- Informed management of productivity, quality control, and document management, flagging any issues that impacted design, budget, progress, or safety

EXP | Engineering, Architecture, Design & Consulting / Maitland, Florida

CREATIVE DESIGNER - July 2022 - May 2023

↑ LIGHTING DESIGN INTERN - May 2021 - July 2022

Responsible for producing visuals that convey lighting design concepts through working independently as well as collaboratively to brainstorm and develop ideas while ensuring that the final product is aligned with the company and client standards.

- Led design research, including drafting, AGI calculations, Revit drawings, and Photoshop renderings to support innovative lighting solutions
- Transformed client ideas into captivating lighting designs by creating color boards, sketches, and drafting comprehensive packages that communicate design intent to architects and other stakeholders using Revit, AutoCAD, and Photoshop
- Developed and pitched creative lighting presentations for clients, adapting quickly to design updates and ensuring their vision was always at the forefront
- Illustrated lighting glow plans and concept books with Adobe Creative Suite, applying typography, proofing, color, layout, print design, nomenclature, and visual design to tell a cohesive story
- Managed multiple projects with tight deadlines, ensuring timely delivery by leveraging exceptional time management and organizational skills.
- Produced fixture cut sheets, schedules, and detail sheets using Publisher, Bluebeam, and AutoCAD MEP, ensuring all project specs were met
- Organized project control journals and created virtual style guides, ensuring all project materials were clear, cohesive, and on-brand