

VICTORIA GUISE

MECHANICAL ENGINEERING | TECHNICAL PRODUCTION

321-305-7254

guisatori@gmail.com

[linkedin.com/in/victoriaguise](https://www.linkedin.com/in/victoriaguise)

guisatori.wixsite.com/portfolio

SKILLS

- Adobe Photoshop, Illustrator
- 3D modeling: SolidWorks, AutoDesk Inventor, AutoCAD
- 3D printing, 3D scanning
- Drafting & construction drawings
- Silicone moldmaking, resin casting
- Scenic carpentry, basic shop tools
- Soldering and basic circuitry
- CNC operation & file creation
- Basic MIG welding
- Team leadership & collaboration
- Communication (written/verbal)
- Public speaking & outreach

CERTIFICATIONS

- SolidWorks CSWA
- NCS Modeling and Simulation
- Adult First Aid/CPR/AED
- Stop The Bleed
- OSHA 10

EDUCATION

FLORIDA STATE UNIVERSITY

MFA Technical Production

- Graduated in May 2024, 4.0 GPA

UNIVERSITY OF CENTRAL FLORIDA

BS Mechanical Engineering
Mathematics Minor

- Graduated in May 2021 with Cum Laude and University Honors

EXTRACURRICULARS

- USITT FSU chapter Secretary
- IAAPA Young Professionals
- Themed Entertainment Association (TEA@UCF)
- FIRST Robotics mentor, volunteer
- Give Kids the World volunteer

SELECTED EXPERIENCE

SAFETY COORDINATOR

FSU School of Theatre | August 2023 - May 2024

- Collaborated with Production Management and Environmental Health and Safety to create a safer educational experience and workplace
- Revised fire drill procedure for all theatre spaces; ran drills for each show
- Wrote and compiled emergency response protocols for all theatre spaces
- Successfully campaigned for OSHA-10 certification as a requirement
- Audited several spaces to check first aid kits, PPE dispensers, and egress

ASSOCIATE PRODUCTION MANAGER - *EVERYBODY*

FSU SOT '23-'24 Season | October 2023 - April 2024

- Scheduled meetings between all production members; moderated and took notes during design reviews, budget meetings, and weekly updates
- Served as first point of contact for questions from production staff (topics included theatre space logistics, school policies/procedures, safety reqs)
- Worked extensively with the director, costume designer, and costume shop to finalize a design that was within budget without sacrificing thematic intent or quality (from 380% over budget to 7.5% under budget)

TECHNICAL DIRECTOR - *IMOGEN SAYS NOTHING*

FSU SOT '23-'24 Season | April 2023 - November 2023

- Translated the designer's initial sketches/vision to a complete physical set
- Estimated budget, labor, and materials required for scope of work
- Created and maintained the production Gantt chart in collaboration with the production manager, scene shop supervisor, and scenic artist
- Modeled and drafted set pieces in AutoCAD; created technical construction drawings for carpenters to build from
- Led a team of 4-10 students through mock-up, installation and strike

RIDE DESIGN & SHOW TECHNOLOGY INTERN

Universal Creative | May 2022 - August 2022

- Built ride information database of all existing Universal attractions
- Designed reference infographics (topics included ASTM standard F2291, ride height requirements, and early childhood milestones)
- Extensive use of 3D scanning, modeling, and assemblies for in-park ride vehicle comparison matrix and scale models of upcoming attractions
- Contributed narrative ideas and IP research for future projects

MECHANICAL DESIGN LEAD

Themed Entertainment Mechatronics | August 2020 - May 2021

- Designed and prototyped a teleoperated interactive animated figure
- Awarded 1st Place Interdisciplinary Team at the UCF 2021 Senior Design Showcase for overall project and video presentation
- Oversaw the creation and integration of SolidWorks models
- Contributed substantially to the 98-page project report including design and scope requirements, industry standards, testing documentation, engineering specifications, cost analysis, decision matrices, etc.