

Geordan LaManna

Winter Garden, Florida | geordanlamanna@gmail.com | (732) 503-0998

[linkedin.com/in/geordan-lamanna/](https://www.linkedin.com/in/geordan-lamanna/) | [geordanlamanna.wixsite.com/home](https://www.geordanlamanna.wixsite.com/home)

EDUCATION

Stevens Institute of Technology

May 2024

B.A. in Visual Arts and Technology | Concentration in Moving Image | Minor in Film Studies

Cumulative GPA: 3.715

Awards: Dean's List, Visual Arts and Technology Exhibition: Miller Award (Junior Honorable Mention) Relevant Coursework: 3D Modeling, Texturing, and Rendering; Animation, Video and Audio Editing; UX/UI Design

EXPERIENCE

Walt Disney World | Lake Buena Vista, Florida

January 2025 - Present

Magic Kingdom Main Street Park Operations

- Assist the media team in maintaining optimal compositions for advertisements and social media content.
- Create visual assets for internal events using Canva and Microsoft 365 products.
- Work collaboratively with team members and external departments to ensure proper setup and to maintain guest flow throughout the park.
- Communicate detailed logistics to guests and cast members, and help deliver conflict resolution.
- Safely direct guests during large-scale events, such as fireworks, parades, and cavalcades.
- Know and perform the safety procedures of the entire parade route.

Guardian Digital | Midland Park, New Jersey

July 2024 - April 2025

Video Graphics Content Creation Intern

- Use a pitch to create videos that are simultaneously promotional and informational in nature.
- Utilize Adobe After Effects to create and assemble assets for video usage.
- Collaborate with the team to advise on graphic and UX designs for the company website.

Barbara Rosenthal | New York, New York

December 2023 - June 2024

Video Graphics Internship

- Composed video artworks from preexisting static assets with Adobe Creative Suite
 - Reformatted files to reduce size but maintain a high quality while also remaining compatible with the project.
 - Researched and advised the artist about software and technologies to reformat video into a 360° virtual reality display.
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PROJECTS

Disney College Program | Winter Garden, Florida

May 2025

Tech Behind the Dreams

- Collaborated with Walt Disney Imagineers and hundreds of Disney College Program interns to simulate the process of creating large-scale projects.
- Learned and completed the process of pitching ideas, allocating funding, and building a project while in consistent collaboration with projects that are simultaneously in progress.

Stevens Institute of Technology | Hoboken, New Jersey

September 2023 - April 2024

Artificial Evocations

- Combined the digital world of 3D animation with reality using physics to bring effects to life.
 - Utilized Blender and Rokoko Studio to design, model, rig, and animate a character model from scratch.
 - Implemented the Pepper's Ghost technique to materialize digital creations within physical spaces, fostering interactive experiences for visitors at Mana Contemporary.
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SKILLS AND INTERESTS

Adobe Suite:

Photoshop, Premiere Pro, After Effects, Mixamo and Illustrator.

Post-Production:

Adding visual effects, splicing video, and mixing audio to fit the ambiance of the project.

Cinema 4D, Blender, Unreal Engine:

Modeling, texturing, and animating object and character models, and creating visual effects in photo-realistic environments.