

Ethan R. Gray *He/They*

Honors multidisciplinary engineering student pursuing a career in design and engineering for theatre and live entertainment.

EXPERIENCE

Universal Creative – R&D Intern – Advanced Technology Initiatives

May 2025 - August 2025

- Explore new technologies and their applications in themed experiences
- Develop novel and patentable ideas, implementations, and solutions in themed entertainment technology and experiences
- Design mockups, prototypes, and playtests for experience demonstrations

Universal Creative – Scenic Engineering Intern – Engineering & Safety

September 2024 - December 2024

- Manage vendors, schedules, and deliverables for show set, scenic, and rockwork scopes in Universal's upcoming Super Nintendo World and Donkey Kong Country
- Facilitate creative and engineering buy-off meetings for themed element install
- Collaborate with vendors to ensure creative and I.P. intentions are brought to life

Purdue University Dept. of Theatre – Scenic Carpenter

January 2023 - May 2025

- Craft custom and innovative scenic elements for authentic theatrical use
- Adapt construction techniques to meet the needs of each unique production
- Partner with multiple disciplines to integrate complex scenic components

EDUCATION

Purdue University Honors College – BSE Pathway – GPA: 3.93

August 2022 - December 2026 (expected)

Major: Multidisciplinary Engineering – Theatre Engineering Concentration
Minors: Design and Innovation, Theatre Design and Production

PROJECTS

Thrill Design Competition – Toronto Metropolitan University THRILL Lab

May 2025 - November 2025

Led Purdue's team in a two phase attraction design competition. Developed a full attraction concept, including story, ride system, site plan, and innovative interactive technology, and then presented the design to stakeholders in only 46 hours.

3D Printed Roller Coaster – Theme Park Engineering & Design at Purdue

May 2023 - Present

Conceptualized and led the development of an accurate, functioning, and interactive model roller coaster utilizing Solidworks, MATLAB, Python, and additive manufacturing. Currently serving as design lead for train and chassis development, project manager, and director of theming implementation.

Stage Machine Design Competition – Fusion Studio at Purdue

December 2022 - May 2023

Designed and engineered a unique, interactive mechanical system for a theoretical family game night museum exhibit in Solidworks before constructing a physical product. Received awards for Best Teamwork and Most Elegant Design for creating a device that integrates accessibility, safety, ease of use, and simplicity.

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SKILLS

Fusion 360, AutoCAD,
Solidworks, Revit, Creo

Python, MATLAB

USITT Drafting Standards

3D Printing (SLS, FDM, SLA)

Rapid Prototyping

Design Thinking

Smartsheet

Scenic Carpentry

AWARDS & RECOGNITIONS

Outstanding Senior Academic
Achievement - Purdue
University (2026)

Outstanding Service - Purdue
University (2025)

Outstanding Sophomore
Academic Achievement -
Purdue University (2024)

Dean's List and Semester
Honors - Purdue University
(2022 - Present)

CLUBS & LEADERSHIP

College of Engineering Dean's
Leadership Scholars

College of Engineering
Ambassadors

The Crazy Monkeys
(President)

National Society for
Interdisciplinary Engineers
(Founding Board Member)

Theme Park Engineering and
Design at Purdue