Logan Harrison

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SUMMARY

Themed entertainment professional and an Architecture graduate with a passion for fostering collaborative partnerships, building strong relationships within diverse teams, and finding innovative solutions that craft emotionally compelling guest experiences.

EXPERIENCE

Associate Show Set Designer August 2025 – Present

Walt Disney Imagineering | Glendale, CA

- Led 3D modeling and visualization for an unannounced theme park land, using Rhino 3D to integrate creative assets and scanned rockwork geometry into coordinated project models. Managed model development across design phases while maintaining performance, organization, and cross-platform compatibility. (Rhino, Revit, ZBrush)
- Developed concept, feasibility, and schematic-level construction packages in Revit, incorporating evolving project requirements across design phases. Coordinated facility, ride, and show disciplines to resolve technical conflicts and translate creative intent into coordinated documentation. (Revit, Navisworks, Bluebeam Revu)
- Coordinated evolving project information across show disciplines, managing 3D model updates and tracking multidisciplinary changes throughout the design process. Established structured workflows to communicate inputs, identify coordination gaps, and maintain accurate project information. (Navisworks, Autodesk Forma, Box)
- Coordinated with six show discipline teams to support an Unreal Engine previsualization effort, organizing and tracking the exchange of creative information between disciplines to ensure timely integration and alignment within the shared visualization environment. Adapted and coordinated updates in response to evolving creative direction and weekly design feedback. (Unreal Engine, Blender)

Facilities Operations Intern January 2025 – August 2025

Walt Disney Imagineering | Glendale, CA

- Developed ten diverse design packages for multi-use flex spaces within the main building, ranging from 300-1400 sqft. including floorplans, 3D renderings, detailed specifications for furniture, fixtures, finishes, and accompanying cost estimates. (Rhino, Enscape)
- Led spatial planning and design for a 1,300 sq. ft. campus renovation to support senior leadership growth. Developed initial layout proposals using 2D drafting and space planning techniques. Expanded them into a detailed 3D BIM model, effectively communicating design intent to secure final approval. (AutoCAD, Revit)

Building Information Modeling Intern June 2024 – December 2024

Walt Disney World, Facilities and Operations Services - *Facility Asset Management* (FAM) | Lake Buena Vista, FL

- Developed and managed sixteen BIM project sites, focusing on streamlining workflows for RFIs, submittals, and technical coordination of architectural and engineering documentation. Led the transition from BIM360 and Box to Autodesk Construction Cloud, worked closely with the internal project management and design teams to establish a cohesive migration of projects, while optimizing the platform to the team-specific needs. (BIM 360, Autodesk Construction Cloud)
- Contributed to an architectural modeling team to develop a detailed digital replica of existing park infrastructure spanning over 4.6 million sqft. Led efforts to integrate historical hand-drawn records and field survey data, ensured the model is an accurate and precise resource for future development. (Revit, BIM360)
- Collaborated with FAM Project Management, FAM Design, and Park Operations teams to support the rehabilitation of seven stockrooms across three levels servicing a 16,000 sq. ft. retail space. Created detailed digital recreations of each stockroom in Revit and developed optimized layout options to improve functionality. Coordinated with architectural and fire protection engineers to ensure code compliance while maximizing usable space and operational efficiency. (Revit, Autodesk Construction Cloud)

CADD Technician/Architectural Intern May 2023 – May 2024

Huitt-Zollars | Phoenix, AZ + Orlando, FL

- Produced a series of accurate "As-Built" building models for government facilities ranging from 5,000 to 40,000 sq. ft., using point cloud data captured from 3D laser scans. Translated scan data into detailed models, focusing on all elements larger than 2", and later compiled into the associated sheet set documentation, to support renovation planning, facility management, and compliance requirements. (Revit, Autodesk Recap)
- Managed the project development and the full-scope sheet set documentation for the renovation of an outdoor food-service kiosk. This included the existing, demolition, and proposed plans and elevations, detailed views, material specifications and placement of client-requested equipment. (Revit, Bluebeam Revu)

EDUCATION

Arizona State University | Bachelor of Science in Design, Architectural Studies Completed May 2024

- Minor in Business
- Awarded Dean's List: Fall 2022, Spring 2023, Spring 2024
- *President*, Theme Park Engineering and Design Club; *Events Coordinator*, American Institute of Architecture Students

SKILLS

Revit | Rhino 3D | ZBrush | Maya | Blender | Unreal Engine | Bluebeam Revu | Navisworks | Autodesk Forma | Bluebeam | AutoCAD | Enscape | Lumion | 3DS Max | Sketchup | Autodesk Recap | Adobe Creative Cloud Suite | Microsoft Office Suite

PROFESSIONAL ASSOCIATIONS AND AFFILIATIONS

- Disney VoluntEARs, 30 hours
- American Institute of Architects, Associate Member
- Themed Entertainment Association, Member