

# Ethan R. Gray *He/They*

Honors multidisciplinary engineering student pursuing a career in engineering and design for themed 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 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: Theatre Design and Production, Design Innovation, Theatre

## PROJECTS

### **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.

### **Autonomous Stage Vehicle – Fusion Studio at Purdue**

January 2023 - December 2023

Developed systems for object detection and precise motion for a low-cost autonomous scenic platform. Worked with graduate students in integrating LiDAR, induction sensing, and geopositioning technologies for safe and reliable motion.

### **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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## **AWARDS & RECOGNITIONS**

Outstanding Service - Purdue University (2025)

Outstanding Sophomore Academic Achievement - Purdue University (2024)

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

## **CLUBS & ASSOCIATIONS**

College of Engineering Dean's Leadership Scholars

College of Engineering Ambassadors

Theme Park Engineering and Design at Purdue

Tau Beta Pi, Indiana Alpha Chapter

The Crazy Monkeys Comedy (President)

National Society for Interdisciplinary Engineers (Founding Board Member)

## **SKILLS**

Fusion 360, AutoCAD, Solidworks, Vectorworks, Maya

USITT 2D Drafting Standards

3D Printing (SLS, FDM, SLA)

Rapid Prototyping

Python, MATLAB, R

Smartsheet

Scenic Carpentry

Microsoft Suite