

GLARA HAN (JI HYUN)

Theme Park & Attraction Design Leader | Master Planning · Production Design · AI-Supported Attraction Development
Orlando, FL | 1-321-460-0777 | hglara72@gmail.com | www.glarah.com | linkedin.com/in/ji-hyun-glara-han-12393519

PROFESSIONAL SUMMARY

Theme park and attraction industry leader with 20+ years of experience spanning master planning, attraction design, production design, engineering, and operations. Contributed to award-winning attractions for Universal Creative, Busch Gardens, and Alton Towers, and holds three U.S. patents for original ride systems. Currently operating as an independent consultant under Immersive Design — supporting a client's provisional patent through feasibility, risk, and capacity analysis, and preparing presentation materials for a future theme park concept — while pursuing a full-time leadership role where deep production and design expertise meets emerging AI-based attraction technology.

CORE COMPETENCIES

Master Planning · Attraction Design · Ride Programming · Production Design Management · Architectural Design · Attraction & Content Concepting · Cross-Disciplinary Vendor Coordination · Construction Administration

PROFESSIONAL EXPERIENCE

Consultant | Immersive Design 2026 – Present

- Supporting a client's provisional patent for an attraction concept through a feasibility study - analyzing potential risk, evaluating candidate ride systems, and conducting capacity analysis and simulation.
- Preparing presentation materials for the client's future theme park concept, translating 20+ years of master planning and production design expertise into next-generation guest experiences.
- Exploring expansion into entertainment complex design, extending core attraction and master planning expertise to mixed-use entertainment destinations.

Sr. Master Planner | TAIT Towers / Thinkwell Group 2022 – 2026

- Developed creative, innovative master plans for themed destinations, museums, and cities across domestic and international markets, producing comprehensive concept packages through production design.
- Neybor:** Developed the master plan for Qiddiya City's Gaming and Esports District, designing an immersive gaming experience intended to set a new industry standard.
- Netflix Park:** Developed the master plan for “Netflix Landing,” creating a guest journey built around a balanced, changeable program.
- Additional key projects: KSeven, Willow, Hokche, Seadream, Universal.

Consultant | Creative Production Management 2020 – 2022

- Led new-city master planning at the concept stage for major international development projects.
- Oversaw on-site construction, identifying and resolving discrepancies between construction drawings and the design package; managed the RFI (request for information) process.
- Coordinated between architecture/engineering teams and ride/show vendors during the construction phase; represented the project in weekly coordination meetings.
- Key projects: LEGOLAND Korea and the New City Development Korea master planning phase.

Sr. Attraction Designer | Universal Creative 2014 – 2020

- Led master planning, attraction systems development, and design (concept through construction) for attractions, restaurants, and retail at a new theme park, solving complex, cross-disciplinary problems while maintaining efficiency, quality, and safety.
- Developed and managed design details and layouts for theme park master plans, attractions, retail, and restaurants; coordinated vendors, interior designers, structural engineers, architects, park operators, and MEP engineers.
- Epic Universe:** Served as design lead and senior designer for master planning, attraction development, and the production design package, working closely with architects, park operators, structural/MEP engineers, landscape designers, and specialty vendors.
- Nintendo (Japan):** Led concept design, schematic design, and design development for interactive restaurant and retail outlets.
- R&D – VR/AR:** Designed new VR and AR systems for theme park applications.
- Jimmy Fallon Ride:** Evaluated an existing attraction/facility and proposed and developed a new attraction through the schematic package, reusing the existing facility.

- Other notable projects: Volcano Bay (blue-sky master planning / kids' play area); Nintendo “Zelda” (blue-sky master planning / theater ride attraction); “Secret Life of Pets” ride (blue-sky/concept); Comcast headquarters; Skull Island: Reign of Kong dark ride.

Architectural Design / Technical Manager | Falcon’s Tree House LLC 2003 – 2014

- Began as Junior Designer and grew into key architectural and technical manager for theme park attractions, focused on concept, design, and master planning; created visual simulations for new ride systems.
- Managed architectural design, special effects integration, and construction documentation for attractions and buildings.
- **IMG Project – Dubai:** Managed an entire indoor theme park project as design lead and senior designer, covering master planning, attraction development, and production; coordinated architects, park operators, structural/MEP engineers, landscape design, and specialty vendors.
- **OCT “Eco” Park – Shenzhen, China:** Developed and managed concept design through construction documentation to ensure design integrity and budget adherence.
- **“Curse of Darkastle” (4D Dark Ride) – Busch Gardens, USA:** Managed vehicle programming and on-site special effects coordination. Winner, 2005 TEA Award for Best Theme Park Ride.
- **“Charlie and the Chocolate Factory” – Alton Towers, England:** Developed and managed an immersive 4D simulated ride platform. Winner, 2006 TEA Award for Outstanding Simulation Experience.
- **Destiny USA – Syracuse, NY:** Led master planning for a new state-backed “Entertainment City” concept.

Senior Engineer, Architectural Division / Assistant Manager, R&D Computer Design | Ssangyong Engineering & Construction Co. 1995 – 1999

- Coordinated structural and architectural design for hotels, condominiums, and high-tech buildings in Singapore and Indonesia.
- Conducted R&D in 3D simulation and applied value engineering to improve process efficiency and cost effectiveness.

KEY ACCOMPLISHMENTS

- Holder of three U.S. patents for original ride systems: US 10,293,265 (Systems and Methods for a Sphere Ride), US 11,565,644 (Jacket/Vest Passenger Restraint Systems and Methods), and US 12,311,865 (System and Method for Inflatable Restraint for a Ride Vehicle).
- 2006 TEA Award, Outstanding Simulation Experience – Alton Towers’ “Charlie and the Chocolate Factory” ride.
- 2005 TEA Award, Best Theme Park Ride – Busch Gardens Williamsburg’s “Curse of Darkastle” attraction.
- Registered Architect Engineer (Korea); bilingual (Korean/English).

EDUCATION

Hanyang University, Seoul — Bachelor of Arts and Science in Architecture, 1995

1st Class Architectural Engineer License

Full Sail Real World Education, Winter Park, FL — Associate of Science, Digital Media, 2002

Recipient, Digital Media Production Course Director Award