

# GLARA HAN (JI HYUN)

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## EXPERIENCED IN THEMED PARK MASTER PLANNING, ATTRACTIONS, PRODUCTION MANAGEMENT & ARCHITECT DESIGN

Participated and contributed to Master Planning, Attraction Design, and Production Management in award winning theme park projects. Contributed at a high level to the development of theme park and organizational teams to ensure flow of accurate information to and from the development team. Awarded two patents for original ride systems. Contributed to award winning ride systems.

- Master Planning
- Design Management
- Attraction Design
- Architecture Design
- Ride Programming
- Production Management

## PROFESSIONAL EXPERIENCE

**TAIT TOWERS/THINKWELL GROUP/**, California, United States

**2022 to 2026**

*Sr. Master Planner*

- Developed creative and innovative master plans for themed destinations, museums, and cities across domestic and international markets, producing comprehensive concept packages through production design.

**NEYBOR:** Developed Master Plan for “**Qiddiya City’s Gaming and Esports District**”

to provide gamers with a truly exceptional experience- creating an immersive gaming adventure that sets a new industry standard.

**NETFLIX PARK: “Netflix Landing”** Developed Master Plan to create our own journey with a balanced & changeable program

**KSEVEN, WILLOW, HOKCHE, SEADREAM, UNIVERSAL**

**CREATIVE PRODUCTION MANAGEMENT**, Orlando, Florida/ Seoul, South Korea

**2020 to 2022**

*Consultant*

- Experienced in New City Master Planning in Concept.
- Oversee construction in the site including checking and resolving discrepancies between the construction drawings and design package. Participates in the management and response to the various requests for information.
- Attended weekly project meetings. Responsible for the coordination between the Architecture / Engineering and the ride/ show vendors in the construction phase.
- Key projects include **LEGOLAND KOREA and New City Development Korea Master Planning Phase**

**UNIVERSAL CREATIVE**, Orlando, Florida

**2014 to 2020**

*Sr. Attraction Designer*

- Experienced professional in New Theme Park Master Planning, Creating Attraction system, Operation in Concept, Schematic, Detailed Design and Construction Phase of Attractions, Restaurants, and Retails. A problem solver led to complete complex projects with efficiency, quality, and safety.
- Developed and managed design detail and layouts for Theme Park Master Plan, Attractions, Retail and Restaurant.
- Coordinated with vendors, interior designers, structural engineers, architects, park operators, and MEP engineers to develop attractions and buildings, and develop new and innovative attraction systems.
- Key projects include.

**304 EPIC UNIVERSE PROJECT:** Involved in Master Planning, Attraction development, Production design package. As the Design lead and Senior designer worked closely with architects, park operators, structure/MEP engineers, landscape designers, and specialty Vendors.

*Nintendo, Japan: Concept Design, Schematic Design, Design Development* for Interactive Restaurants and Retail outlets.

**R & D – Virtual Reality / Augmented Reality:** Involved in the design of new innovative VR and AR systems for the theme park industry.

**Jimmy Fallon Ride:** Evaluated the old existing attraction/facility and proposed a new attraction which I developed and managed Blue Sky through Schematic Package using 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 Headquarter*

*Skull Island Reign of Kong Dark Ride*

**FALCON’S TREE HOUSE LLC**, Orlando, Florida

***Architectural Design / Technical Manager***

**2003 to 2014**

- Began my career as a Junior Designer for the entertainment business to learn and involved myself in many projects with different technology and strategies. Key architectural and technical designer of theme park attractions with emphasis on concept, design, and master planning. Created visual simulations for new ride systems. Managed architectural design with controlling main ideas, special effects, and construction documents for attractions and buildings.
- Key projects include the following:

**IMG PROJECT** – Dubai: Managed the entire indoor theme park project which included Master Planning, Attraction development. Production as a Design lead and Sr. designer working with Architect, Park operator, Structure/MEP engineer, Landscape design and specialty vendors.

**OCT “ECO” PARK** - Shenzhen, China

Developed and managed Concept Design through Construction Documentation Process to ensure design integrity and budget adherence.

**“CURSE of DARKASTLE” 4D Dark Ride** - Busch Garden, USA

Managed vehicle programming, coordinating with Special Effects on site.

**Winner of the 2005 TEA Award for the Best Theme Park Ride**

**“CHARLIE and THE CHOCOLATE FACTORY”** - Alton Tower, England

Developed and managed an immersive 4D simulated platform. **Winner of the 2006 TEA Award for Outstanding**

**“DESTINY USA”** - Syracuse, New York

Master Planning for new concept called Entertainment City (State Project)

**SSANG YONG ENGINEERING & CONSTRUCTION CO.** Seoul, South Korea

**1995 to 1999**

***Assistant Manager R&D Computer Design***

Worked as assistant manager and conducted R&D on 3D simulation. Engaged in Value Engineering to make processes more efficient and cost effective.

***Senior Engineer Architectural Division***

Coordinated the structural and architectural design of hotels, condominiums, and other hi-tech buildings in Singapore and Indonesia.

## KEY ACCOMPLISHMENTS

- **Awarded two U.S. patents for unique ride systems.**  
US 10,293,265 B1 System and Method for a Sphere Ride  
US 20200346603A1 Jacket/Vest Passenger Restraint Systems and Methods
- **Winner of the 2006 TEA Award for Outstanding Simulation Experience-** Alton Tower's "Charlie and the Chocolate Factory the Ride"
- **Winner of the 2005 TEA Award for the Best Theme Park Ride-** Busch Gardens Williamsburg's "Curse of Darkastle" attraction ride.
- Registered Korea Architect Engineer, bilingual.
- Key asset in the development of groundbreaking attractions and ride systems.

## EDUCATION

University of Han Yang, Seoul **1991-1995**  
**Bachelor of Arts and Science in Architecture (BA) 1995**  
*Earned 1st Class Architectural Engineer License*

Full Sail Real World Education, Winter Park, FL **2000-2002**  
**Associate of Science Digital Media**  
*Received Digital Media Production Course Director Award*

## REFERENCES

**Erik Requejo** Production Designer, Universal Creative  
Erik.Requejo@universalorlando.com  
(407) 227-9037

**Kenn Hardy** Director of Design, Falcon's Creative Group  
KHardy@falconscreativegroup.com  
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