

CONTACT

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EDUCATION

2022 - 2025 • Savannah College of Art and Design
M.F.A Themed Entertainment Design

2018- 2022 • Savannah College of Art and Design
B.F.A Visual Effects | Themed Entertainment Design Minor

2013 - 2018 • Sekolah Pelita Harapan International
International Baccalaureate Diploma

LANGUAGES

English (fluent)
Indonesian (fluent)

OS

Windows
Linux
Mac OS

RENDERERS

Arnold
Renderman
V-Ray
Enscape

SKILLS

- Creative Concept Design
- Blue Sky Conception
- Themed Environment Design
- Customer Experience Design
- Brand Development
- Production Design
- Theater/Set Design
- Storytelling
- Conceptual Art
- 3D Modeling
- UV/Texturing
- Digital Illustration
- Storyboard
- Short Compositing
- Animation
- Proposal Writing
- Fabrication
- Graphic Design

SOFTWARE

Adobe Photoshop

Adobe Illustrator

Adobe InDesign

Adobe After Effects

Autodesk Revit

Autodesk AutoCAD

Autodesk Maya

Blender

Sketch Up Pro

Rhinoceros 3D

Unreal Engine

Enscape

Substance Painter

Houdini

Nuke X

Media Encoder

Final Cut Pro

Clip Studio Paint

Microsoft Office
Products

Google Suites

Edellaine Legawa

Experiential Designer

EXPERIENCE

FACTORY 360

3D Design/Creative Intern

2024

Help lead designers develop detailed design concepts and generate plans through 2D graphic elements, 3D modeling, and rendering.

SCAD X BMW

Associate Designer

2024

Collaboration with BMW to Enhance Customer Experience. Responsible for concept design, 3D modeling, 3D UV/texturing, and walk-through animation of new interactive exhibition space.

SCAD X SUSAN G KOMEN (5K WALK EXPERIENCE)

Associate Designer

2024

Collaboration with Susan G. Komen to enhance and design their 5K Walk Experience to support Breast Cancer Awareness worldwide.

SCAD X PALMETTO BLUFF: HAUNTED EXPERIENCE

Associate Designer

2023

Collaboration with Palmetto Bluff and individuals of different fields to create an immersive haunted experience in Palmetto Bluff's shooting club, South Carolina. Responsible for concept design, storyboard, graphic design, and prop fabrications.

SCAD X RED KULTURE: METAVERSE

Associate Designer

2023

Collaboration with Red Kulture and individuals of different fields to bring Yom-Yom's character to life. Responsible for concept design for game development, process book, graphics, and environment design using Unreal Engine Fortnite.

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SCAD Animated Student Film 3D Artist

2021

Collaborate with directors and created 3D environments for different scenes using Maya and Adobe Photoshop.

FREELANCE GRAPHIC DESIGNER

Pi's Thai Corner, Savannah Georgia

2021 - 2023

Responsible for creating food and beverages menu design including restaurant and special event.

Unforgettable Bakery, Savannah Georgia

2021 - 2023

Responsible for advertisement poster, menu, website updates, online order page, product media, and social media management.

AWARDS & HONORS

BEST OF WORK

2020

Selected for best work produced in Spring 2020 by Malcolm Kesson for outstanding work in Visual Effects.

SCAD SCHOLARSHIP

2018 - Present

Awarded the Achievement Honors, Academic Honors, and International Student Scholarship.

ABOUT ME

Edellaine Legawa is an experiential designer focused on creating engaging, multi-sensory experiences that bring brands and stories to life. With a passion for blending creativity and strategy, she designs immersive environments that connect people with meaningful, memorable moments.

INTERPERSONAL SKILLS

Team Collaboration

Problem Solving

Organization

Multi-Tasking

Leadership

Communication

Detail-Oriented

Fast Learner

Curiosity

Motivation

Team Player

Decision-Making

INTERESTS

Experiential Marketing

Interactive Experiences

Museums

Zoo/Aquariums

Theme Parks

Theater Production

Traveling

Sports

CERTIFICATIONS

REVIT: CONCEPTUAL MODELING ENVIRONMENT

Issued by LinkedIn Learning

AUTOCAD: ADVANCED 3D MODELING

Issued by LinkedIn Learning

RESIDENTIAL DESIGN AND VISUALIZATION: CONCEPT DEVELOPMENT

Issued by LinkedIn Learning

RHINO: ANALYSIS AND MODELING TECHNIQUES

Issued by LinkedIn Learning

UNREAL ENGINE 5 ESSENTIAL TRAINING

Issued by LinkedIn Learning

COURSEWORK IN THEMED ENTERTAINMENT DESIGN

SAVANNAH COLLEGE OF ART AND DESIGN · SCHOOL OF CREATIVE TECHNOLOGY

DESIGN FOR THEMED ENTERTAINMENT

Prof. Scott Larocca

2024

Students focus on design projects typical of common projects in the industry. Repurposing or expanding of an existing attraction or facility, adding a new major sponsor or new merchandise expansion shop at the exit of an existing attraction, creating a new outdoor stage for live performance in an unused land area.

Project: Boston Beer Co. Festival

THEMED ENVIRONMENTS & ATTRACTIONS

Prof. Bill Gorgensen

2024

Students focus on large design projects typical of the industry. Students analyze the guest experience for both proposed and operating attractions, parks and resorts.

Project: National Geographic Exhibition

COMPONENT DESIGN STUDIO

Prof. Bill Gorgensen

2024

Students participate in all phases of design for "components" in a complex design scheme. These may include merchandise carts, restaurants, merchandise displays, attractions, hotels and any types of projects that require this level of design process.

Project: PIXAR Food Festival, Star Wars Experience

CONCEPT DESIGN STUDIO

Prof. Christopher Stapleton

2023

This course focus on conceptual design projects typical in the industry and develop multiple designs exploring the established goals, design criteria, content and scope.

Project: Grimm's Enchanted Kingdom

SCRIPT ANALYSIS/CONCEPTUALIZE

Prof. Josh Steadman

2023

This course requires the application of established principles of script interpretation by producing design projects based on scripts, screenplays or other narrative source material.

Project: Escape from the Mythical Jungle, IT Reimagined

MODELMAKING FOR PRODUCTION

Prof. Josh Steadman

2023

Utilizing a variety of materials and construction methods to advance my skills for physical modelmaking.

Project: Jurassic Park Dining Experience

THEME ENTERTAINMENT INDUSTRY

Prof. Bill Gorgensen

2022

Exploring design projects that replicate key phases – conceptualization, design, building, management and delivery of themed entertainment enterprises and organizations.

Project: The Adventure of Tintin(Red Rackham's Treasure)

DIGITAL RENDERING FOR ENTERTAINMENT

Prof. John Hobbie

2022

Through the exploration and use of 2D digital technology, conceptualize, communicate and render design ideas.

Project: Under the Sea Lounge & Poe Project: The Raven