


ADRIANA P. HERNÁNDEZ ROSA

Mechanical Engineer and Digital Artist

Senior pursuing a dual bachelor's in Mechanical Engineering and Animation, passionate about integrating artistry, engineering, and technology. Skilled in systems engineering, 3D modeling & simulation, design, and applied manufacturing. Driven to tackle complex challenges by leveraging my expertise to push the boundaries of design and technology.

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 Orlando, FL

EDUCATION

University of Central Florida (UCF)

August 2020 - December 2025

- Cumulative GPA: 3.5

BSME in Mechanical Engineering

- **Relevant Coursework:**
 - Design & Analysis of Machine Components
 - Computer Aided Engineering (CAE)
 - Digital Manufacturing
 - Mechatronics

BFA in Emerging Media: Animation & Visualization

- **Relevant Coursework:**
 - Advanced Design Lab
 - Advanced Animation
 - Modeling for Visual Language

CLUB INVOLVEMENT

AIAA @ UCF: August 2024 - Present

American Institute of Aeronautics and Astronautics

- Officer: Graphic Designer

AWARDS & CERTIFICATIONS

- Certified Professional in Visual Effects & Motion Graphics Using Adobe After Effects
- Disney World Co. Design & Engineering Endowed Scholarship
- Deans List of UCF's College of Engineering and School of Visual Arts

LANGUAGES

- English [Native]
- Spanish [Native]

HARD SKILLS & SOFTWARE

Manual Skills

- Studio Art: Draw, Paint, Sculpt [10+ years]
- Testing & Troubleshooting [5+ years]
- Prototyping & Model Making [3+ years]
- 3D Printing & Laser Cutting [3+ years]
- Soldering & Assembly [2+ years]
- Concept & Engineering Design [2+ years]

PROFESSIONAL EXPERIENCE

American Scenic Design Inc. - Orlando, FL

Consultant Show Set Designer: September 2024 - December 2024

- Interpreted photographs to produce 2D and 3D drawings in Fusion 360, Maya, and Illustrator, for 3D printing fabrication.
- Collaborated with cross-functional teams of designers and engineers, attending meetings and contributing to development of design concepts.
- Designed and showed presentation decks supporting project planning, and communication with clients.

Scenic Design Intern: October 2022 - November 2023

- Contributed to industry projects for Warner Bros., Universal Creative, and Disney Vacation Club, including Harry Potter, Dark Universe, Nintendo, and *The Villas Disneyland Hotel*.
- Assisted in building and installing large-scale proof-of-concept mock-ups.
- Modeled, 3D printed, sculpted, and painted detailed components for massing, director, ride-through models, and model restorations.
- Presented elements during scenic reviews with creative directors.
- Authored a published article in *Attractions Magazine*.
- Facilitated design and revisions of style guide package using InDesign.

CO-CURRICULAR EXPERIENCE

Engineering Design Project

Project Manager: January 2025 - Present

- Led the design and development of a table-top triceratops animatronic, focusing on integrating mechanical structures with keyframed animation for realistic motion.
- Spearheaded the use of environmentally friendly materials and techniques.
- Developed detailed specifications for the animatronic prototype's mechanical systems and requirements.

Independent Animated Short Film: January 2024 - December 2024

- Seamlessly integrated art, architecture, and engineering to craft a rich narrative exploring themes of self-discovery, transition, and identity.
- Led pre-production efforts, including pitch, scriptwriting, concept art, storyboarding, and animatic development.
- Designed and developed 3D modeled and textured environments, rigged characters, and animations using Maya and Adobe Substance, employing light, composition, and scale to evoke a dreamlike, surreal atmosphere.

OTHER EXPERIENCE

Independent Robot Project: August 2024 - Present

- Designing and 3D modeling a robot in Fusion360, made for 3D printing.
- Prototyping a servo-driven breathing mechanism and integrating an LCD screen for animated facial expressions, all controlled via Arduino Uno.

Software/Digital Tools

- Microsoft Office: Teams, Word, PowerPoint, Excel [10+ years]
- Adobe Creative: Photoshop, Illustrator, InDesign, AfterEffects [5+ years]
- SolidWorks [4+ years]
- Autodesk: Fusion 360, Maya, 3dsMax, AutoCAD [3+ years]
- Adobe Substance: Sampler, Painter [3+ years]
- Rhino [1 year]