

MAX CAMACHO

Storyteller, Set Decorator & Fabricator

Orlando, FL

516.419.2339

StorytellingtotheMax@gmail.com

MaxCamachoStoryteller.com

EDUCATION

University of Central Florida

MFA in Themed Experience

Focus: Set Decoration and Prop Fabrication

Expected Graduation Spring 2026

Rollins College

BA in Music

Focus: Film Scoring and Audio Engineering

2017-2021

SKILLS

- Set Decoration
- Prop Fabrication
- 3D Modeling
- Drafting
- Molding/Casting
- Foam Carving
- Puppet Fabrication
- Carpentry
- Scenic Painting
- Airbrushing

PROGRAMS

- Microsoft Powerpoint
- Microsoft Excel
- Teams
- Outlook
- Box
- Adobe Photoshop
- Adobe Illustrator
- SketchUp
- Layout
- Blender
- Procreate

AWARDS

- **"Petey Award" for Best Story**
Fall 2023
- **Best Communication of Concept** in
TEA@Florida's Hotel Design
Competition
Fall 2022
- **First Place Winner** of TEA@UCF's Land
Design Competition
Spring 2021

PROFESSIONAL EXPERIENCE

Associate Set Dresser at Art and Design

Universal Orlando Resort | July 2026 – Present

- Scenic paints props using diverse techniques to replicate materials such as wood, bone and metal.
- Preparation, bodyworking, and final finishing of 3D printed props.
- Utilizes fine line air brushing techniques for foliage recreation pieces.
- Paints highly detailed miniature holiday decor pieces / ornaments.

Set Decoration Intern at Walt Disney Imagineering

Walt Disney World | June 2025 – June 2026

- Designed and presented new concepts for set decoration vignettes.
- Created estimates for project funding and managed prop budgets.
- Sourced and procured props, softgoods, and artificial foliage.
- Coordinated vendor relations by supplying design intents, attending shop visits, and coordinating submission of POs to purchasing.
- Led installs with the goal of ensuring alignment between artistic direction and proper securement.

Craftsworker at Epic Universe

Universal Orlando | January 2025 – June 2025

- Performed FRP and prop fabrication and repair using carpentry, sculpture, mold making and fiberglass work.
- Collaborated with internal design departments.

Visual Merchandise Intern

Universal Orlando | September 2024 – December 2024

- Collaborated with a team to design, install, and maintain themed props across various merchandise venues.
- Created concept art and graphic designs for proposed merchandise locations and products.

3D/Fiberglass (FRP Shop) Intern

Mecca Productions | June 2024 – August 2024

- Assisted with the molding, casting and sculpting of dimensional props with the use of silicone, plastics, fiberglass and polygem.
- Responsible for the clean-up and bodywork of props before being sent to scenic for painting.

PRODUCTION EXPERIENCE

Assistant Scenic Designer for "What's in Store"

University of Central Florida | May 2024 – June 2024

Project Puppet Technician for "Lightning Thief"

Orlando Family Stage | March 2024 – April 2024

Props Artisan for "Sweeney Todd"

University of Central Florida | February 2024 – April 2024