

Maxx Taga, EIT

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Hello. I am a recent civil engineering graduate with experience working primarily on large scaled facilities looking for an opportunity to learn and develop new skills. I am a team player, have my EIT certification, and am eager to learn. Thank you for your consideration.

WORK EXPERIENCE

Walt Disney Imagineering

Jan. 2020 – Apr. 2020

Design + Planning – Project Engineering Intern

Glendale, CA

- Facilitated technical coordination of engineering, architectural, and creative disciplines from conceptual design through construction of themed entertainment projects across Walt Disney Imagineering divisions for a large scale future area development project.
- Scheduled and drove large multidisciplinary meetings to recognize technical and creative issues in order to help maintain project needs. Helped to manage the day-to-day operational aspects and resourcing of the design team.

US Department of Defense

Sept. 2019 – Apr. 2020

Virtual Student Federal Service Intern – Urban Morphology for Megacities Team

Virtual

- Critically analyzed open-source data and academic work to help build a suite of dynamic, computational models, to describe and represent the megacity as a complex and adaptive system of systems.

Hawaiian Dredging Construction Company

Aug. 2019 – Dec. 2019

Project Engineer Intern – The Central at Ala Moana Team

Honolulu, HI

- Overall project engineering support for the high-rise residential project “The Central”.
- Updated logs of drawing plans and specifications with updated RFIs. Assisted with quantity verifications.

NASA

June 2019 – Aug. 2019

Glenn Research Center – Campus Planning for Aerospace Research Facilities Intern

Cleveland, OH

- Designed a long term campus wide parking and greenspace master plan for NASA Glenn Research Center, as well as developed strategies to incorporate sustainable and modern features into the site master plan
- NASA Glenn Research Center Intern Design Challenge: 1st overall & Innovation Award
 - Led team of 3 interns on layout of a smart parking system to be implemented at NASA GRC.
 - Formulated plan, budget, scope, schedule, and presentation over the course of a weekend and presented to a panel of subject matter experts.

Disneyland Resort

June 2018 – Dec. 2018

Architecture and Facilities Engineering Dept. – Civil and Structural Engineering Intern

Anaheim, CA

- Assisted various departments with multifaceted onsite inspections, documentation, as-built verifications, and ADA compliance checks of the attractions and facilities at Disneyland, DCA, resorts & facilities.
 - Environmental documentation of all water features (e.g. It's a Small World & Splash Mountain)
 - Structural inspections (e.g. Matterhorn, Jessie's Critter Carousel, and Grand California Hotel pool)
- Edited and marked civil, structural, and architectural drawings in AutoCAD, Bluebeam and Photoshop.
- Prepared structural calculation packages for various anchorage design projects using Hilti PROFIS Anchor (e.g. Incredicoaster Brine Tanks and Tomorrowland Astro Orbiter Actuator)

Naval Facilities Engineering Command

Oct. 2016 – Oct. 2017

Student Intern

Pearl Harbor, HI

- Secret security clearance obtained. General administrative and fleet management work utilizing Maximo.
- Facilitated the transportation needs of various federal agencies and communicated with approved vendors.

Moving Picture Company

Oct. 2014 – Oct. 2015

Digital VFX Compositor

Montreal, QC

- Lead for several sequences of shots. Helped to maintain the overall look, color balance, and quality for assigned shots and sequences to create uniformity in all finished work.
- Worked with the Compositing Supervisor and Visual Effects Supervisor to evaluate the creative and technical approach for assigned shots utilizing workflow diagrams and formatted comps.
- Projects include: The Revenant – Golden Globe for Best Picture of the Year [2015]
- Projects include: Fantastic Four – Golden Raspberry for Worst Picture of the Year [2015]

Prime Focus World

Mar. 2014 – Aug. 2014

Stereoscopic Compositor and Digital Paint Artist

Vancouver, BC

- Progressed from night shift digital paint team to main shift stereoscopic depth team for various projects.
- Projects include: Transformers: Age of Extinction, Teenage Mutant Ninja Turtles, Sin City: a Dame to Kill for

EDUCATION

University of Hawaii at Manoa

Dec. 2019

BS Civil and Environmental Engineering

Honolulu, HI

- Outstanding Graduating Student Award & 2020 ASCE New Faces of Civil Engineering
- Engineering Student Council member, Student Ambassador, Honor Society member
- Research: Mass Profile of Super Massive Black Hole NGC3842; Curie Temperature of Multiferroics
- ASCE Construction Institute Student Days Competition: One of 30 students chosen across the nation to form a team, develop, and present a written and oral presentation, based on a real-world project over a weekend.

Vancouver Film School

Feb. 2014

Diploma in 3D Animation & VFX (focus in compositing)

Vancouver, BC

Diploma in Foundational Art & Design (focus in animation)

Vancouver, BC

- Production assistant, Teaching assistant, and VFX generalist experience
- Member of first graduating class of Technicolor Academy program

EXTRACURRICULARS

- Event Security: Jason Momoa, Karen Gillan, Hayley Atwell, Weird Al, Cast of The Walking Dead, etc.
- Pro Football Focus: Player Participation Analyst Trainee – Georgia Bulldogs and Oregon Ducks
- Other positions: Sony Open Pro–Am Caddy, Montreal Just for Laughs Board Game Tester
- Eagle Scout Project: Lead, designed, and sourced funding for construction of parking bollards, signage, and striping for Kahala Elementary parking lot for Boy Scouts of America.

RELEVANT SKILLS

- **Software:** Revu Bluebeam, AutoCAD, Navisworks, BIM360, MS Office (Outlook, Word, Excel, PPT), Autodesk Maya, Foundry Nuke, Adobe Creative Suite (Premiere Pro, AfterEffects, Photoshop, InDesign)