

# 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

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### 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

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### 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

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- 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

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