



Disney
**BEHIND THE
ATTRACTION**

FEATURED DISNEY IMAGINEERS/DISNEY LEGENDS

Jeanette Lomboy

Vice President/ Site Portfolio Executive, Walt Disney Imagineering

(5 episodes: Star Tours, Tower of Terror, Castles, Jungle Cruise, Disneyland Hotel)

As site portfolio executive, Jeanette Lomboy oversees all Walt Disney Imagineering efforts and overall visioning for the Disneyland Resort (including Disneyland Park, Disney California Adventure, Downtown Disney, and the three hotels of the Disneyland Resort), and for Aulani, A Disney Resort & Spa in Hawaii. Recently, the all-new Avengers Campus land, Pixar Pier and Guardians of the Galaxy – Mission: BREAKOUT! were delivered under Jeanette’s leadership. Previously, Jeanette was the portfolio executive producer for Disney’s Animal Kingdom. She also served as the portfolio executive producer for Disney Cruise Line and as the executive producer for Pandora –the World of Avatar. As a producer, Jeanette launched the innovative Disney Kim Possible World Showcase Adventure at EPCOT. For her work, Jeanette has been the recipient of the Themed Entertainment Association’s Thea Award for Outstanding Achievement for three separate projects (including Aulani, Pandora, and Mission: BREAKOUT!), and she holds a patent for user interactive living organisms. Jeanette joined The Walt Disney Company in 1995 as a Disneyland attractions operator.

Mark LaVine

Executive, Story Development, Walt Disney Imagineering

(1 episode: Transportation)

Mark LaVine is a writer and leader of the Story Development team at Walt Disney Imagineering. As the head of Story Development, Mark provides creative and functional leadership for the team of writers, and he partners with portfolio and project leaders to build story strategies for projects around the world. Experienced in creating deeply immersive worlds and experiences, he led the story work for Pandora –The World of Avatar for Disney’s Animal Kingdom. Mark has also worked on



numerous projects including other updates for Disney's Animal Kingdom, lands based on the Disney and Pixar films Toy Story and Ratatouille for Walt Disney Studios Park at Disneyland Paris, Storybook Circus for the Magic Kingdom at Walt Disney World, as well as a number of adventure games on the Disney Cruise ships and various Blue Sky projects. Prior to his work at Imagineering, Mark worked in television in both production and as a writer. He is creatively involved in a number of projects for Disney+, including having worked on "Behind the Attraction" series since its early development.

Vanessa Hunt

Senior Design Asset Specialist, Walt Disney Imagineering

(6 episodes: "it's a small world," Castles, Haunted Mansion, Jungle Cruise, Disneyland Hotel, Transportation)

As an archivist and senior design asset specialist with the Walt Disney Imagineering Art Collection, Vanessa is one of the key Imagineers who looks after Imagineering's collection of more than 160,000 pieces of original and digital artwork. She is the co-author of several books from Disney Publishing including *Poster Art of the Disney Parks*, *Maps of the Disney Parks* and *The Disney Monorail: Imagineering a Highway in the Sky*.

Dave Durham

Executive, Creative Ride Engineering, Walt Disney Imagineering

(7 episodes: Star Tours, Tower of Terror, Castles, Space Mountain, Haunted Mansion, Jungle Cruise, Transportation)

Dave leads the creative ride engineering team for Imagineering. He has worked at Walt Disney Imagineering since 1989, contributing to shows, attractions and ride systems in several capacities. Dave has worked in the Creative, Show/Ride and Production studios in addition to Research & Development. Over the years, Dave has worked on hundreds of projects, including attractions that have ended up in every Disney theme park around the world.

Tracy Eck

Art Director, Walt Disney Imagineering Paris

(5 episodes)

Tracy has been the art director for Disneyland Park at Disneyland Paris since 2011, where she is responsible for maintaining the creative vision and storytelling throughout the park. Tracy joined the



Imagineers who were designing and building Disneyland Paris in 1990. For over 20 years, she was a lighting designer for projects throughout the resort before being promoted to Art Director. She was recently honored as a TEA Master by the Themed Entertainment Association.

Tom Fitzgerald

Portfolio Creative Executive, Walt Disney Imagineering

(4 episodes)

As a creative executive of Walt Disney Imagineering, Tom Fitzgerald is responsible for the creative direction of Disneyland Paris. To this role, Tom brings decades of knowledge and experience in storytelling and design for Disney theme parks and attractions worldwide. Throughout his 42 years with Imagineering, Tom has overseen numerous creative divisions within the company, including story and script development and media production. As head of the latter, he oversaw the creation of more than 400 media projects for Disney parks around the world, including Star Tours, Soarin', Mickey's PhilharMagic, Cinémagique, It's Tough to be a Bug! and Muppet*Vision 3D. He was the writer-producer for the original Star Tours attraction and has continued as creative director for Star Tours –The Adventures Continue. For Disneyland Paris, Tom led the Imagineering team on the creation of an attraction and award-winning restaurant based on the Disney and Pixar film *Ratatouille*.

Asa Kalama

Executive Creative, New Experiences, Walt Disney Imagineering

(1 episode)

Asa Kalama is an executive in charge of creating new experiences for Walt Disney Imagineering. Most recently oversaw the development of interactive experiences (*Star Wars: Datapad*) and one of the signature attractions (*Millennium Falcon: Smugglers Run*) for *Star Wars: Galaxy's Edge* at Disneyland Park in California and Disney's Hollywood Studios in Florida. He started his career with Walt Disney Imagineering more than 16 years ago as an Associate R&D Imagineer and has since contributed his technical and creative talents to the Parks & Resorts, Consumer Products, and Media Networks business segments.



Luc Mayrand

Portfolio Creative Executive, Walt Disney Imagineering

(2 episodes)

Luc Mayrand is a portfolio creative executive with Walt Disney Imagineering, in charge of new project development. Most recently, he was creative executive for Hong Kong Disneyland Resort and Shanghai Disney Resort. Prior to this, Luc held leadership positions with the creative ideation team for Shanghai Disney Resort, tasked with mapping out initial concepts for the park. He went on to lead the creative aspects of Treasure Cove, the first land in any Disney park set entirely in the world of Pirates of the Caribbean. Luc has been with WDI since 1999 and has had creative leadership roles on a variety of projects, including Mission: SPACE, enhancements for Space Mountain in Anaheim and in Paris, and Blue Sky concept work for future parks and attractions.

Chris Beatty

Portfolio Creative Executive, Walt Disney Imagineering

(2 episodes)

As a portfolio creative executive, Chris Beatty is responsible for the creative direction and visioning for Magic Kingdom Park and Disney's Hollywood Studios Park at Walt Disney World Resort. Previously, Chris was the executive creative director for *Star Wars: Galaxy's Edge*, the largest single-story expansion at both Disneyland Park in California and Disney's Hollywood Studios at the Walt Disney World Resort in Florida. Prior to this role, Chris was the executive creative director for New Fantasyland at Magic Kingdom Park at Walt Disney World Resort, one of the largest expansions of that park. He started working for Imagineering in 1997.

Scot Drake

Portfolio Creative Executive, Walt Disney Imagineering

(3 episodes)

Scot Drake is a portfolio creative executive at Walt Disney Imagineering where he leads the creative development of all Super Hero projects within Disney's parks and resorts including Avengers Campus locations in Anaheim and Paris and Marvel attractions in Hong Kong. Drake was the executive creative director for Tomorrowland at Shanghai Disneyland, including TRON Lightcycle Power Run, Buzz Lightyear's Planet Rescue, and Jet Packs. Drake's previous projects and roles



include art director for Star Tours- The Adventures Continue(Disneyland and Disney's Hollywood Studios) and lead designer of the most recent Monorail Mark VII trains at the Disneyland Resort.

Kim Irvine

Executive Creative Director, Walt Disney Imagineering

(6 episodes)

As executive creative director for Walt Disney Imagineering’s Disneyland office, Kim Irvine leads a team of diverse Imagineers who oversee the constant care and enhancement of Walt’s original Disneyland park as well as the overall Disneyland Resort. In her role, she oversees concept design, color styling and interior design for Disneyland Resort projects. Irvine was instrumental in the design of the Rancho Del Zocalo Restaurant, Disneyland Dream Suite, the refurbishment of the classic “it’s a small world” attraction, the remodel of Club 33, the Jolly Holiday bakery, the décor for Disneyland’s 50th and 60th Anniversaries, and several refurbishments of Sleeping Beauty Castle. Irvine began her career with Walt Disney Imagineering in 1970, working as a painter and model builder. During this time, she contributed to many projects for the Walt Disney World Resort in Florida. Her efforts ranged from painting interior sets, dolls and toys for “it’s a small world” and murals for Disney’s Contemporary Resort, to placing feathers on birds for The Enchanted Tiki Room. For EPCOT, Irvine helped build models of The Land and Universe of Energy pavilions, as well as for the Mexico and Germany pavilions. After working on Disneyland Paris, she joined the Anaheim team in her current capacity in 1980. In 2011, she became the first female recipient of the prestigious Buzz Price Thea Award for a Lifetime of Outstanding Achievements from the Themed Entertainment Association.

Joe Rohde

Retired Portfolio Creative Executive

(2 episodes)

Joe Rohde recently retired from Walt Disney Imagineering as a portfolio creative executive after 40 years with the company. He leaves behind a distinguished list of projects that he has been involved with, including some of the country pavilions for EPCOT; the overall creative executive and designer for Disney’s Animal Kingdom including later expansions such as Expedition Everest and Pandora – The World of Avatar; Aulani, a Disney Resort and Spa in Ko Olina, Hawaii; and Guardians of the Galaxy – Mission: BREAKOUT! at Disney California Adventure.



Carmen Smith

Vice President, Creative Development & Inclusive Strategies

(3 episodes)

As vice president of Creative Development –Inclusive Strategies for Walt Disney Imagineering, Carmen is responsible for developing a diverse pipeline of product, themed experiences and people to enhance Imagineering’s consultant talent and its creative processes globally. She is currently involved with the creation of a new Princess and the Frog-themed attraction as well as updating the Jungle Cruise attractions at both Disneyland and Walt Disney World Resorts to make them more inclusive and inviting to all guests. She also oversaw the recent “The Soul of Jazz: An American Adventure” exhibit at EPCOT.

Lanny Smoot

Research Fellow, Disney Research

(2 episodes)

From Madame Leota’s levitating crystal ball in the Haunted Mansion, to special effects for Kim Possible’s park-wide scavenger hunt at EPCOT, to Luke Skywalker’s glowing lightsaber at Star Wars Launch Bay, Lanny Smoot has created some of the most magical special effects and technical achievements for Disney’s theme parks and resorts worldwide. Lanny has over 42 years of experience as a theatrical technology creator, inventor, electrical engineer, scientist, and researcher, 22 years of which has been as a leader at the Walt Disney Company. With nearly 100 patents granted to him, Lanny is one of the most proficient Black inventors in American history. He has received numerous awards and was most recently honored as a TEA Master by the Themed Entertainment Association.

Scott Trowbridge

Portfolio Creative Executive, Walt Disney Imagineering

(1 episode)

Scott Trowbridge is the creative executive overseeing concept development for Disneyland Resort — including two theme parks, three hotels and a retail, dining and entertainment district. In addition, Scott continues to partner with Lucasfilm on Star Wars content across Disney Parks. Most recently, Scott led design and development of the epic, award-winning *Star Wars: Galaxy's Edge* lands that premiered in 2019 at both Disneyland Park in California and Disney's Hollywood Studios Park in



Florida. He also oversees the upcoming *Star Wars: Galactic Starcruiser*, a multi-day, immersive experience coming to Walt Disney World Resort in 2022.

Bob Weis

President of Creative and New Experience Development, Walt Disney Imagineering

(5 episodes)

Bob Weis began his Imagineering career working on the original Tokyo Disneyland Park and led the development of Disney's Hollywood Studios, the 5-year transformation of Disney California Adventure (including the addition of Cars Land) and was the key creative leader for Shanghai Disney Resort before becoming President of Walt Disney Imagineering in 2016. His role now includes identifying and creating new experiences for Disney Parks, Experiences and Products. He was recently awarded the Thea Buzz Price Award, Recognizing a Career of Distinguished Achievements by the Themed Entertainment Industry.

Archival Disney Legends Interviews

Harriet Burns: <https://d23.com/walt-disney-legend/harriet-burns/>

Marc Davis: <https://d23.com/walt-disney-legend/marc-davis/>

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