

DANIEL CLAYTON GREER



Authorized for US / UK / Japan Employment
(US / UK Citizen, Japan Work Visa)



Fifth-Generation Colorado Native

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For a more detailed read:
dancgreer.com

English (Native)
Français (Fluent)
普通话 (Mandarin Chinese, Basic Conversation)
日本語 (Japanese, Basic Conversation)

SKILLS

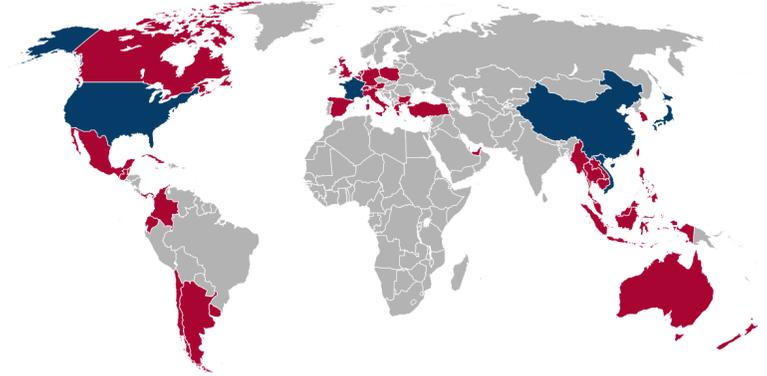
Everything "Basic" or "Essential"
Producing, Product Management, Project Management
Creative Design / Process Management
Scenic Design / Fabrication Management
Show Software Management
Adobe Photoshop / Illustrator / InDesign / After Effects

USA (Colorado), Japan, China Drivers Licenses

HOBBIES



WHERE I'VE BEEN (AND LIVED)



EDUCATION



Stanford University
Stanford, California
BA, International Relations
Minor, Environmental Engineering
Focus on Global Sustainability, Economics, Energy, and Policy with the aim to address global climate change and other environmental challenges.

Ho Chi Minh City, Vietnam

Singapore

Independent Work-Study and Travel
Independently worked and traveled in Southeast Asia in Vietnam and Singapore at tourism operator Innoviet and the British Chamber of Commerce (Singapore)

Paris, France



Stanford Program in Paris
French-language courses on European Economics, Political Science, Culture, and History.

CAREER



Walt Disney Imagineering
Research & Development

Glendale, California

Junior Environmental Scientist (Contractor)
Associate R&D Imagineer (2012 - 2017)
- Environmental Life Cycle Assessment (LCA) on a wide variety of design and material decisions throughout Walt Disney Parks & Resorts
- Collaboration with various Imagineering Studios, Park Operations, and Corporate Teams
- Development of internal web-based tools to track and integrate Sustainable Design onto projects



Creative and Technical Producer (2015 - 2017)
Turtle Talk with Crush — Finding Dory Update
Disney's California Adventure, EPCOT, Tokyo Disney Sea
- Worked in close partnership with PIXAR Animation Studios and Creative Director to add characters to beloved show
- Managed software vendors and technical integration



Osaka, Japan

Associate Producer (2017 - 2020)
MARIO KART: Koopa's Challenge
- Leadership and management of Creative team from Detailed Design to Delivery on new attraction
- Collaboration with licensor on approvals
- Tracking, completion, and quality control for design documentation (CAD, 3D, Colorboards, Graphics)
- Wrote and managed scopes of work for multiple Scenic vendors inside and outside of Japan
- Creative Art Direction approvals and Technical buy-offs in Scenic production shops
- On-site creative installation approvals / management



Beijing, China

Project Manager (2020 - 2021)
Universal on Parade
- Management of contracts, production, and design documentation
- Oversight of float completion, technical integration, and preparation for Grand Opening of Universal Beijing Resort
- Oversight of artistic and technical completion in vendors' shops and on site



Osaka, Japan

Producer (2021 - 2024)
Donkey Kong Country
- Key individual responsible for delivering guest experience in partnership with Art Director and licensor
- Collaboration with internal and external stakeholders and technical managers for delivery of themed Land, Attraction, and F&B/Retail Spaces



Producer (2023 - 2025)

Illumination's Villain-Con Minion Blast
- Key individual responsible for delivering guest experience in partnership with Creative Director and licensor
- Delivered improved update of existing attraction leading
- Worked with licensor to improve quality of scenery and interactive experience



Producer (2025 - Present)

Unannounced Project, Universal Studios Japan
- Lead project concept phase in Orlando, Florida responsible to lead team through multiple significant design iterations
- Guided progress of initial project budget and schedule prior to identification of Project Director



THEA Award Credits
Theme Park Land (2022):
Super Nintendo World
Universal Studios Japan

Technical Innovation (2022):
Mario Kart Augmented Reality Themed Ride
Technology
Universal Studios Japan

Theme Park (2023):
Universal Studios Beijing