



JON DAWE



SENIOR MECHANICAL DESIGNER

PROFILE

Jon Dawe, a 30+ year master creative mechanical designer - Movie career spanning almost 20 years in film creature FX. 9yrs finding design challenges in the high-end Contemporary Art world with robotic sculptures. Recently, 5 years in Theme Park Entertainment designing dynamic animatronic figures for rides and attractions. Jon is a prominent expert in finding innovative solutions to seemingly impossible designs, big or small.

WORK EXPERIENCE

Senior Mechanical Designer Jul 2015 - Oct 2020
Animax Designs / Nashville, TN

Animax Designs is known for creating animatronic characters for some of the largest operators in the world in the themed entertainment, live attractions, and location-based entertainment.

Responsibilities:

Innovative mechanical designs for Integration with flexible organic shapes. Robust structural weldments. Detailed documentation of parts, assemblies, and weldments. Design for SLS rapid prototyping. Collaborative design work and reviews using SolidWorks & PDM tools. Safety & Failure analysis documentation. Client Interaction, troubleshooting & diagnosis.

Projects:

- Feld Entertainment - Jurassic World Live Tour - 2019
- Universal Studios Orlando - Hagrid's Magical Creatures Motorbike Ride - 2019 (Thea Award)
- Universal Studios Orlando - Skull Island: Reign Of Kong - 2016
- Soon to be released attraction at a prominent theme park in Orlando, Florida.

Mechanical Designer Nov 2005 - Jun 2015
McCarthy Studios / Los Angeles, CA

McCarthy Studio is the home of influential American artist Paul McCarthy. McCarthy was immortalized by the NYT with the moniker "The Demented Imagineer," for his prolific output of large mechanical sculptures/films that lampoon Disney and other Americana.

Responsibilities:

Design, engineering, and fabrication for mechanical/robotic art sculptures. Collaborated with electronics engineers to integrate custom-developed servo and motion control systems for interaction and show performance.

Projects:

- Roly Poly - Exhibit: TBD - 2013
- Mad House Jr. - Hauser & Wirth - 2011
- Train, Mechanical - Hauser & Wirth - 2010
- Spin Room - Whitney Museum - 2008

Mechanical Designer 1992 - 2001
Stan Winston Studio / San Fernando, CA

Stan Winston Studio is the Academy Award-winning FX shop that set the industry standard for animatronic creatures and prosthetic makeup in the motion picture industry—known for such classics as the Jurassic Park franchise, Aliens, and Terminator 2.

Responsibilities:

Design & development of animatronic creatures, characters, and various other mechanical props.

Projects:

- MIT Media Lab: Leonardo - 2003
- Jurassic Park III - 2001
- Mousehunt - 1997
- The Lost World: Jurassic Park - 1997
- Congo - 1995
- Jurassic Park - 1993 (Academy Award: Visual Effects)

CONTACT

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SKILLS

DESIGN:

- Robotics
- Animatronics
- Light Weight Composites
- Welded Structures
- Electric Actuators - Linear and Rotary
- Small Mechs (palm of your hand) to Large Moving Structures (6,200 lbs).

CAD:

- SolidWorks 2019
- Autodesk Inventor
- Fusion 360
- Ashlar - Cobalt
- Dynamic Sim/Analysis
- Rigid body Dynamics
- Finite Element Analysis

Fabrication:

- Experienced Machinist
- Welding - MIG & TIG
- Rapid Prototyping Tech

CITATIONS

- Iles, C. (2008) Paul McCarthy. Whitney Museum of American Art, 5
- Stiehl, W. D. (2003) Tactile Perception in Robots: From the Somatic Alphabet to the Realization of a Fully "Sensitive Skin", ii
- Duncan, J. (1998) A Small Soldiers Story. Cinefex, (75) 105
- Shay, E. (1998) Mouse Hunt: Of Mice and Men. Cinefex, (73), 31