

Colton Allen

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Education

California State University Fullerton BFA Sculpture · Fullerton, CA	Jul 2023 - Present GPA - 3.82
Clovis Community College AA-T Studio Arts · Honors Magna Cum Laude · Clovis, CA	Jul 2020 - Jun 2023 GPA - 3.82
Clovis Community College AA-t Art History · Honors Magna Cum Laude · Clovis, CA	Jul 2020 - Apr 2023 GPA - 3.82
Clovis Community College AA Liberal Arts & Science, Natural Science · Honors Magna Cum Laude · Clovis, CA	Jul 2020 - Apr 2022 GPA - 3.81

Work Experience

Disneyland Resort Attractions Host · Part-time	Oct 2023 - Present Anaheim, CA
<ul style="list-style-type: none">Ensure safe and smooth operation of Incredicoaster, Toy Story Midway Mania, and Jessie's Critter Carousel.Keeping guest and Cast Member safety a priority while working effectively and efficiently.Communicate with guests boarding requirements and answering any questions about that attraction's experience and intensity.Following safety guidelines while helping guests with disabilities board and exit the attraction, ensuring the guest always feels comfortable with the process.Maintaining a positive attitude at all times, helping to keep guests and Cast Members calm during stressful situations.Having a deep knowledge about attraction operation along with asking questions about the mechanical and computer systems involved with operation.	Feb 2022 - Jan 2023 Lake Buena Vista, FL

Disney's Animal Kingdom
Food and Beverage Host · Trainer · Disney College Program

- Communicated to guests clearly and efficiently, understanding their needs, and providing appropriate services.
- Set up new Cast Members for success by ensuring information was communicated well along with being retained.
- Answered questions in a clear and concise manner regarding menu options, allergens, and general directions within the resort.
- Created a welcoming environment for incoming guests and Cast Members by always checking in and stepping in to help when needed.
- Provided flexibility with duties, filling any task/role that was needed for that day and switching positions when necessary.
- Ability to resolve issues quickly and would make sure that fellow Cast Members would understand how to resolve issues in the future.
- Ensure that trainees were learning the duties of the job while also having fun and learning about the animals within the park.

Sculpture Projects

Elusive Fortune · Microcontroller and mixed media	Mar 2025 - Apr 2025 Interactive Diorama
<ul style="list-style-type: none">Objective was to create a piece that used sound as a primary feature.Used an ultrasonic sensor as the primary feature of sound.Created a long wooden box and used plaster and paint to create a cave appearance.Used a reflection of a gemstone at the end of the box, giving the viewer the objective to reach for it.As the viewer reaches for it, the hidden ultrasonic sensor detects the hand inside of the box, turning off a light on the gemstone, making it disappear.	

I Am What I Create

- 3D printing & hard candy
- Objective was to create a self-reflection piece using molds.
- 3D scanned various baked goods to create hard candy molds.
- 3D scanned a hand plaster cast to 3D print as stands.
- Used hard candy to create edible bowls that were placed upon the hands.
- Bowls were filled with hard candies made from the baked goods molds.

Mar 2025 - Apr 2025

Mold making

A Disappearing End

- Fusion 360 and mixed media
- Objective was to create a piece that incorporates light use as the main subject.
- Used Fusion 360 to model and 3D print a test model to get desired proportions.
- Created a long wooden box in which a hotel hallway diorama was constructed inside.
- Used forced perspective to create an illusion that the hallway was longer to the viewer.
- Sharkstooth scrim was placed at the end of the hallway, with an infinite mirror setup placed behind it.
- With the use of light placed within the box, the hallway was able to seamlessly switch between being finite and infinite.

Feb 2025 - Mar 2025

Diorama

A Gateway to the Past

- Mixed media
- Objective was to create a proposal and model for a public sculpture at a local park.
- Consisted of a Greek archway going over a bridge with water cascading along the sides.
- Used Blender to create 3D models for 3D printing the bridge and archway.
- A wood base and insulation foam was used to create the land masses, then was painted and decorated to appear as realistic terrain.
- Included water pumps inside of the columns to create the cascading water effect.

Nov 2024 - Dec 2024

Diorama

Skills

Skills: Attention to detail, Creative problem solving, Passionate to learn, Strong work ethic, Analytical thinking, Performance under pressure, Adaptability and flexibility, Positive attitude, 3D modeling and printing, Quick learner, Effective communication, Enthusiastic to create