Alexander Fields

Design Illustration and Prototyping

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Profile

Multidisciplinary designer and prototyper with experience in Disneyland Resort culinary operations since 2016. Combines editorial design, illustration, physical fabrication, and data workflows with self-directed project work, cross-team collaboration, training, and launch support. Builds practical solutions around how people work, learn, and use information.

Professional Experience

Disneyland Resort | Culinary Support | 2016–Present

- Currently support all food and beverage at Main Kitchen, collaborating with chefs, leaders, frontline cast members, and partner teams on operations, product development, tastings, training, and implementation.
- Independently took ownership of tracking upcoming tastings and the Thanksgiving event. Created calendars and Excel trackers that consolidate event information, are easy to update, and use slicers to filter relevant details.
- Conceived a coffee slush beverage with an ice cream component; developed a dairy-free frozen coffee recipe for existing Bunn equipment through experimentation. Revised the topping after texture feedback, trained cast members, and supported launch-day execution.
- Built an Excel and Power Query reporting workflow that transforms receipt exports into filterable hourly sales analysis. Developed data preparation, item classification, PivotTables, charts, and refresh controls for nontechnical users.
- Developed a protected Excel/VBA staffing tool for position assignments, break and meal timing, call-out flags, and extension eligibility, with expandable fields and protection against accidental edits.
- Translated food-waste reports into a poster concept using product counts, physical measurements, and a familiar geographic comparison to make waste quantities easier to understand.
- Develop operational trackers, allergy matrices, labels, and training materials; designed Power Apps and SharePoint concepts for plate-quality evaluation and corrective-action review.

UCSB Portola Dining Commons | Student Cook III | 2012–2015

- Managed high-volume dinner-service stations, maintaining food quality, organization, food safety, and sanitation as demand changed.

Education

Purdue University Global — Master of Business Administration, Marketing | In progress

University of California, Santa Barbara — B.A. Music; B.A. Philosophy

Selected Creative and Technical Projects

Field Notes Issue 02 | Editorial design and illustration

- Created an original Instagram magazine that connects watercolor artwork, illustrated food studies, product presentation, and motion through typography, composition, and sequencing.
- Developed the editorial concept and layouts, original artwork, and footage edits, combining traditional techniques with disclosed AI-assisted motion.

Possession | Watercolor and animation development

- Developed original character artwork and hand-painted watercolor and ink keys for an animation in progress. Used AI-assisted movement and footage editing to explore character and atmosphere.

Record Display | Product design and fabrication

- Designed and fabricated a hanging record display with a secure clip connection and 360-degree rotation, moving from sketches and Fusion 360 models to printed parts and installation.
- Developed the surrounding record-player nook and installed adjacent bar shelves, integrating the holder with the finished space.

Kitchen Job Aid Clip | Functional prototype

- Designed a shelf-mounted reference holder with an integrated paper grip, spiral flexure, and two shelf-fit geometries. Developed the form in CAD and physical prototypes to hold instructions near the task and off the work surface.

Art Speed Timer | Browser tool for drawing practice

- Designed and built a drawing-reference timer with custom image libraries, configurable session intervals, and ordered or shuffled playback. References remain in the user's browser.

Character Mentor Dice | Creative prompt system

- Designed a physical prompt system using shape, scale, modifications, and feature cues to give artists practical starting points for character drawing.

Tools and Methods

Design and illustration: Photoshop, InDesign, Illustrator, Procreate, Clip Studio Paint, Krita, Fresco, Canva; watercolor, ink, figure drawing, and gesture.

Motion and audio: Premiere Pro, After Effects, Final Cut Pro, CapCut, Logic Pro; footage editing and AI-assisted motion workflows.

Fabrication: Fusion 360, Blender, 3D printing, physical prototyping, fit testing, and installation.

Data and development: Excel, Power Query, PivotTables, dashboards, VBA, Microsoft 365, SharePoint, AI-assisted application development; developing Power Apps skills.

Working methods: Concept development, observation, iterative prototyping, cross-team coordination, feedback-based refinement, training, and launch support.