Bob Weis | President
Walt Disney Imagineering

Weis is the president of Walt Disney Imagineering, the creative, design and delivery arm of Walt Disney Parks and Resorts. He is responsible for furthering Imagineering’s vision and developing and delivering extraordinary products and experiences that enhance the emotional connection to the Disney brand. With decades of experience designing Disney theme parks and attractions around the world, Bob has been a creative force on expansions at Disney California Adventure and Tokyo DisneySea and recently led all creative and design aspects of the state-of-the-art Shanghai Disney Resort.

Weis has decades of experience designing Disney theme parks and attractions around the world, and is a proven leader of international and multicultural teams of Imagineers and consultants. Prior to his work on Shanghai Disney Resort, Weis completed a five-year expansion of Disney California Adventure Park. This undertaking completely transformed the park, included The Little Mermaid ~ Ariel’s Undersea Adventure attraction and the World of Color nighttime spectacular, culminating in the highly successful openings of Buena Vista Street and Cars Land in summer 2012.

Weis’ previous projects include creative leadership over Disney’s Hollywood Studios and the Tower of Terror attraction, as well as conceptual design for Tokyo DisneySea.

Weis has been a creative force on three non-Disney projects honored with Themed Entertainment Association’s Thea Awards: the BattleStations21 Training Simulation project for the United States Navy, and two traveling exhibitions – Adventures In Movie Making and CSI: The Experience. Weis’ additional work outside the Disney parks includes museum exhibits such as his collaboration with renowned architect Ricardo Legoreota on the Fort Worth Museum of Science and History.

Mark LaVine | Executive Story Development
Walt Disney Imagineering

Mark LaVine is a writer and leader of the story development team at Walt Disney Imagineering. In this role, Mark provides creative and functional leadership for the team of writers, and partners with portfolio and project leaders to build story strategies and staff projects with writers.

Experienced in creating deeply immersive worlds and experiences, he recently led the story work for Pandora – The World of Avatar for Disney’s Animal Kingdom. LaVine has also worked on numerous projects including other updates for Disney’s Animal Kingdom, mini-lands based on the Disney-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 Blue Sky projects.

Before joining Imagineering, LaVine earned his degree in communications from Southern Connecticut State University and then worked for over a decade in television, both in production and as a writer, for shows including Newsradio, Sweet Valley High, Chicago Sons, and The Larry Sanders Show.

Dustin Schofield | Creative Director
Walt Disney Imagineering

Dustin Schofield is currently working as a creative director, a role in which he studies potential future attractions. He was most recently creative director on Camp Discovery at Shanghai Disneyland, directing disciplines and design in the field. He developed the attraction’s main vision, and followed through on show design and art direction. Schofield began working with Imagineering as an intern, helping develop early concepts for New
Fantasyland at Magic Kingdom. He later joined Imagineering as a show designer for Mystic Point and parts of Grizzly Gulch for the Hong Kong portfolio. He has also contributed to designs for attractions at Tokyo Disney Resort and Shanghai Disney resort.

Before joining Imagineering, Schofield worked for Cedar Fair while in college. He has a long history working in various capacities for theme park attractions and entertainment including Knott’s Berry Farm, Halloween Haunt, and the Disneyland Art Department. He graduated from Cal Poly Pomona with a degree in theatre design.

George Scribner | Animation Director
Walt Disney Imagineering

George Scribner joined Walt Disney Feature as a character animator in 1983. He directed Oliver and Company, a full-length feature released in 1988. He worked as a concept and story artist on numerous projects including The Lion King, Fantasia Continued, and Dinosaur.

He is currently a contractor at Walt Disney Imagineering as a concept artist and Animation Director. He recently completed a nine-year project painting original oil paintings of the Panama Canal Expansion. The paintings are currently on display in the Administration Building of the Panama Canal. Scribner also completed 35 large-scale oil paintings chronicling the construction of the newest Disney theme park in Shanghai, China.

Frank Clementi, AIA | Principal Rios Clementi Hale Studios

Clementi has spent his professional lifetime exploring the ways design disciplines inform one another in the related fields of landscape architecture, graphic design and product design to create unique and holistic environments. He embraces the particular ecology of a specific place, its people, and their history, to deliver culturally relevant and cohesive experiences for all users.

In 2017, Clementi was elevated to the AIA College of Fellows for inclusive design work that speaks to a large audience, engaging people across scales ranging from dinner plates to public parks. As Principal and Director of Design for Rios Clementi Hale Studios, his contributions to the firm’s portfolio are prolific and diverse. His proficiency as an architect has been responsible for some of our firm’s most creative designs for theaters, parks, offices, child care centers, and residences. Meanwhile, notNeutral, the studio’s arm for designing, manufacturing, and selling retail products, would not have been possible without his talent for creating products that inspire their users.

Clementi’s generous professional contributions extend beyond the studio. Currently a board member and adjunct professor at Woodbury School of Architecture, he has taught for more than 20 years at institutions like USC, Art Center College of Design, and UNLV. He is also a member of the City of Los Angeles Mayor’s Design Advisory Committee. Frank received his Bachelor in Architecture from California State Polytechnic University, Pomona.

Projects like Christ Catholic Cathedral, Sunset Triangle Plaza, W Hollywood Residences Roof Deck, MTA portal, and Westside Neighborhood School evidence his deft touch at bridging traditional distinctions among architecture, interior design, landscape architecture, and product design.

Ray Kampf | Chair
Department of Art

Kampf, a tenured professor, is a communication designer. His training allows him to concentrate on what the message is, and the best way to convey it. Although he mostly relies on the tools of the graphic designer, he often finds himself needing to learn aspects of communication that are not always visual. His art takes him into realms of audio, theatrical and kinetic design. Ray could have only achieved this by knowing about typography and print publication, in addition to sculpture, literature and not being afraid to take on new challenges.
Rennie Tang | Assistant Professor
Department of Landscape Architecture

Tang teaches Landscape Design Foundations. Her research interests include kinesthetic learning, movement-based design methodologies and temporary landscapes. She also develops school garden projects and writes grants for a LAUSD elementary school. With her background in architecture, urban design and landscape architecture, her work is often driven by collaborations with professionals from other fields, particularly artists and scientists.

Michael Woo | Dean
College of Environmental Design

Woo brings a unique background in public service, urban planning, and place-making to his role as Dean of the College of Environmental Design. He was the first trained urban planner and the first Asian American elected to the Los Angeles City Council. A native of Los Angeles, Woo received his B.A. in Politics and Urban Studies from the University of California, Santa Cruz, and earned his Master of City Planning degree from UC Berkeley. He was a Fellow of the Institute of Politics at Harvard University's Kennedy School of Government. Before becoming Dean of ENV, Woo taught the undergraduate introduction to urban planning and development at USC for seven years and led a seminar at UCLA on urbanization in China.