

# Maggie Tagher

Designer. Dancer. Dreamer. Do-er.

Industrial Design Student with a focus in  
Entertainment and Attraction Design

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## Education

### University of Cincinnati

College of Design, Architecture, Art, and Planning  
**B. S. in Industrial Design**  
Class of 2024

### Accademia Italiana

Industrial Design, Italian Language and History  
Study Abroad Fall Semester 2022

### Savannah College of Art and Design

Pre-college courses  
Summer 2019

## Awards and Involvement

### University Honors Program Scholar

**Cincinnatus Academic Scholarship Recipient**  
**Dean's List**

2019, 2020, 2021

### Themed Entertainment

IAPPA Ambassador 2023 Expo

Skynext Convention 2023

TEA @ UC Club Member; TEA NextGen Member

### Belong Coordinator | University Honors Program

Fostered awareness and inclusivity among UHP  
students, staff, and faculty by designing  
interactive educational programs

### Peer Career Coach | University of Cincinnati

Advised students on developing effective  
resumes, preparing for interviews, expanding  
networks, and creating a career plan

## Work Experience

### PGAV Destinations | Visual Design/Illustration Co-op

St. Louis, MO | August-December 2023

Collaborated with architects, designers, and illustrators to  
create immersive attraction experiences for guests through  
the creation of concept renderings, rendered elevations,  
mural artwork, themed element/prop design, and 3D site  
and building models of destinations such as theme parks,  
museums, resorts, and zoos.

### JRA - Part of RWS Entertainment | Experiential Design Co-op

Cincinnati, OH | January-April 2023

Worked across design disciplines to contribute to 2D and  
3D elements of themed spaces such as museums, play  
experiences, amusement parks, and more; this included design  
and color research, concept sketching, illustration, 3D Modeling,  
narrative writing, sample organization, and wayfinding and  
graphic creation

### BHPD Architecture | Experiential Design Co-op

Cincinnati, OH | May-August 2022

Contributed to the experiential design process through  
concept ideation, pattern creation, materiality selection,  
construction document and elevation production, and artwork  
curation for interactive, dimensional, and sculptural features  
within designed and branded spaces in retail, entertainment,  
higher education, and workplace buildings

### Hasbro Gaming | Product Design Co-op

Providence, RI | September-December 2021

Created concepts for board games by ideating on elements of  
strategy and gameplay; token and mech design; and graphic  
brand elements. Collaborated with the Hasbro team on  
projects with brands such as Clue and Dungeons and Dragons

### Magnified Giving | Graphic Designer

Cincinnati, OH | Nov 2019 - Present

Led a project creating the organization's brand guidelines  
including the redesign of organization's website to reflect  
identity and goals

## Skills

### Analog

Research

Ideation

Sketching

Rendering

Concept Artwork

Game Design

### Digital

Procreate

Fusion 360

Solidworks

Blender

Keyshot

Sketchup

Adobe Suite

Gravity Sketch

Rhino

CADTools

Sketchbook Pro

Unreal Engine