



Dan Perez is currently serving as the Creative Manager in the Entertainment Department at Universal Studios Japan, where he oversees the creative development of new shows and atmosphere entertainment. Since joining the Universal Studios team in 2016, Dan has overseen the development of dozens of projects including *Expecto Patronum* and *Hogwarts Winter Magic* in USJ's Wizarding World of Harry Potter, both of which feature heavy use of projection mapping technology.

Dan earned a Bachelor of Science at Massachusetts Institute of Technology (MIT) in Civil Engineering and Theater Arts, and began his career in the Entertainment industry as a technical director, engineer, and technical designer. He worked with McLaren Engineering Group, Yale Repertory Theater, and Hudson Scenic Studios. He then earned a Master of Fine Arts in Technical Design and Production Management from Yale School of Drama.

After earning his MFA, Dan worked as a Project Manager for Hudson Scenic Studios, leading and delivering scenic technology fabrication projects for various Broadway shows, ESPN's studios in Bristol, CT, and Walt Disney Creative Entertainment projects in the US and Asia.

Dan volunteers as a member of MIT's Education Council and Institute Career Advisor Network. He is the recipient of the Louis Sudler Prize for the Arts and the USITT Frederick Buerki Golden Hammer Award.