


Once Upon
a Time





"All our dreams can come true if we
have the courage to pursue them."

Walt Disney

Introduction

I am applying spontaneously because the experience you offer is the reason I learned to dream in spaces, stories, movement, and emotion. Theme parks are not just entertainment to me, it's a true passion.

My goal with this portfolio is not simply to design attractions, but to help imagine worlds that do not exist yet, and then make them believable, coherent, and unforgettable. This portfolio is a reflection of a lifelong passion that slowly evolved into a set of creative, technical, and storytelling skills I am now ready to bring to a larger team and a bigger vision.

A Disney Kid



Dreaming about Disney



I was born and raised 15 minutes from Disneyland Paris. My father worked in security, and thanks to that, Disney was not an occasional destination, it was part of my life. I could go once every year, so the park became a reference point for how spaces could feel alive, safe, and magical all at once.

Even outside the park, the magic never stopped. At night, driving near Disney with my parents, catching a glimpse of a lit rooftop or a glowing structure in the distance was enough to trigger my imagination. I did not need to be inside the park to dream, the presence of Disney in the landscape was already a promise of stories waiting to be told.

A Theme Park Fan



Living his Passion



The very first video game I ever bought was Theme Park World. I convinced my parents to buy a PlayStation almost exclusively for that game. It was my first experience understanding that theme parks were not only rides, but systems, flows, queues, capacities, emotions, logistics, and storytelling combined.

From that moment on, creating theme parks was no longer just something I admired, it was something I actively imagined myself doing. I was not playing to “win” the game; I was playing to make the park feel right. That mindset has followed me ever since.

A RollerCoaster Fan



Perfectioning his Skills



As a teenager, I discovered Planet Coaster on PC. For the first time, I could design attractions with precision: track profiling, pacing, sightlines, theming, and guest perception. I spent countless hours refining layouts, not for speed or thrill alone, but for narrative rhythm.

Years later, as an adult, I bought an Xbox for one reason only: to play Planet Coaster again.

That decision says everything. This was never nostalgia, it was continuity. The tools evolved, but the obsession stayed the same: designing experiences that feel intentional from the first second to the last.

TODAY



AI & Instagram Expert

For the past **5 years**, I have worked **as a freelance** designer specializing in UX, conversion rate optimization, and digital strategy. This background trained me to think in terms of creativity, technical skills, user behavior, emotional triggers, clarity, and decision-making.

Last year, I started using Instagram as a creative playground. One account dedicated to learning French expressions almost reached 10k followers in less than a year. Through this process, I developed strong skills in AI image and video creation, and realized I could finally visualize the attractions I had been imagining for years. Today, through my Disney-AI account with **40k followers** within **6 months**, I share realistic attraction concepts that do not exist, purely driven by passion, and followed by a fast-growing community.

Statement about AI



I use AI because I do not draw, I imagine how real life new attractions could be in a realistic way. AI allows me to translate ideas into visuals quickly, to test concepts, atmospheres, and compositions, and do it alone... But AI is not my destination; it is my only tool for now.

My ambition is not to join Disney as an “AI expert.”

My dream is to work with teams of artists, engineers, storytellers, and producers to **bring attractions to life**. In my ideal role, AI represents perhaps 10% of my work, useful for exploration and illustration, while the rest is collaboration, direction, communication, and creative leadership.



GOALS

My Dream Job



My dream role sits at the intersection of creative direction, storytelling, and project vision. Whether as a **creative, artistic director, or project lead**, I want to help shape attractions from the first idea to the final experience, ensuring coherence between narrative, space, technology, and emotion.





MY
PORTFOLIO
WITH
15
ATTRACTIONS

My Vision

I deeply respect Disney's current positioning and its desire to return to hand-drawn 2D animation and human-driven artistry. I

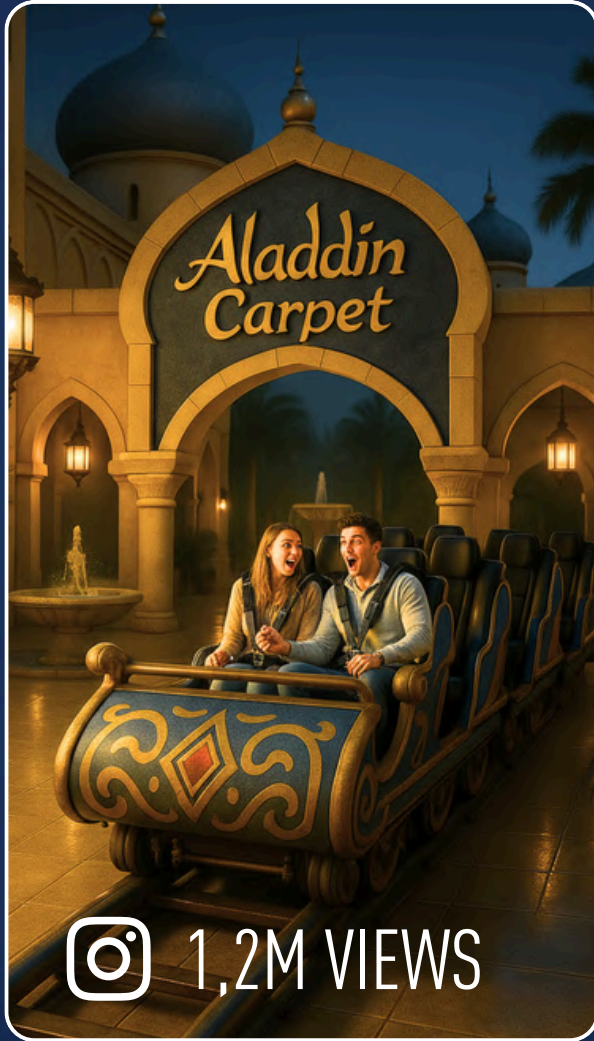
fully share that vision. I do not want to replace anyone, automate creativity, or shortcut imagination. On the contrary, I want to protect it. **My goal is to help teams make new attractions become to life**, using new technology only when it serves the story, never when it replaces it. I believe the future of theme parks is not about more tech, but about better emotion, clearer intent, and stronger collaboration. That is the future I want to help build.





1- Aladdin

RollerCoaster



1,2M VIEWS





2- Aladdin

Water Ride



790K VIEWS





3- Notre Dame

RollerCoaster



75K VIEWS





4- Pocahontas

Water Ride



1M VIEWS

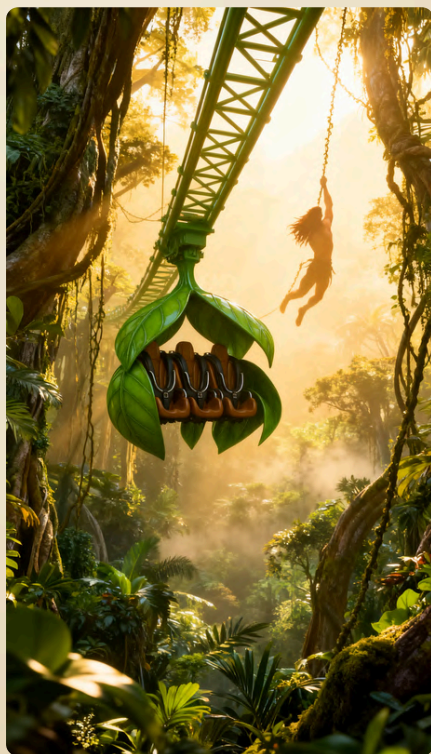




5- Tarzan

Flying Coaster







6- Inside Out

Dark Ride



100K VIEWS





7- Hercules

RollerCoaster



100K VIEWS





8- Tim Burton

RollerCoaster







9- Kuzco

RollerCoaster



330K VIEWS





10- Goofy & Max

Hybrid Ride







11- Atlantis

Hybrid Ride



60K VIEWS





12- Maleficent Ride

(based on Villain Land Projection)







13- Alice in Wonderland

Dark Ride (redesign)



120K VIEWS





14- Little Mermaid

(based on DVD concept for DLP)







15- Mulan

RollerCoaster



COMING SOON...



Upcoming Concepts



Disney Classics

Lilo & Stitch - Surf Coaster & Water Ride

Cinderella Experience - Dark Ride

Treasure Planet Ride - RollerCoaster

The Aristocats - Dark Ride or Coaster

The Sword in the Stone Merlin - Dark Ride

Ice Age - Dark Ride

But also...

(REDESIGN) Dumbo - RollerCoaster

(REDESIGN) PeterPan - Flying Coaster

(REDESIGN) Pinocchio - RollerCoaster

(REDESIGN) UP - RollerCoaster

(REDESIGN) Toy Story - RollerCoaster

(hopefully one day this will not be AI anymore, and
– one or more of these attractions –
might be built for real in one of all Disneyland Parks)

Conclusion



This portfolio is not an application driven by urgency, but by intention. It reflects a long-term vision shaped by imagination, discipline, and deep respect for the **craft of themed entertainment**. I am not seeking a shortcut into a role, but an opportunity to contribute meaningfully to experiences that leave a lasting emotional imprint on guests around the world.

If this work resonates with your creative values, I would be honored for it to be kept as a point of reference for future opportunities. Until then, I will continue to imagine, refine, and share new concepts, always guided by the same belief that started it all: that stories, when carefully designed in space and motion, can become memories for a lifetime.



Alexis Cottray

 [disneyai.imagineer](https://www.instagram.com/disneyai.imagineer)

Once Upon a Time



disneyai.imagineer

