



Eastern North America Candidate

Ruthanne (Annie) Cantele

Associate Producer

THG

Primary Location: United States

Running for 1st term



ABOUT THE APPLICANT:

I'm eager to join the Board to drive programming that leads to increased exposure and opportunities for not only the next generation of the industry, but also the "in-betweeners" who are already in the industry but are beyond entry level positions and are not yet in the realm of being industry veterans. Additionally, I look to support expanding student outreach in the eastern division to schools that may not be as well known for more diverse membership. As a personal goal, I aim to represent THG in the east coast network. My involvement as a member of the TEA has resulted in a stronger professional network and opportunities for collaboration that I may not have found otherwise, and I want to help the organization continue to provide these opportunities to members. My career highlights include getting my start on Pandora: The World of Avatar, where I supported Program Development in operations-side project management. At Universal Creative, I was known as the swiss army knife of my teams; I wore an array of hats as I delivered both the Raptor Encounter and VelociCoaster attractions, including construction management, project controls, graphic design, fabrication, and install management. Following VelociCoaster, I successfully delivered the completed facility construction scope of Villain Con: Minion Blast on an accelerated schedule. While at Universal Creative, I co-founded ECP, or Early Career Professionals, a program aimed at providing networking opportunities and programming for early career professionals at Universal Creative in an effort to drive retention beyond the internship program. Currently at THG, I am driving the development of our PMO as well as serving as show producer, supporting clients such as Illumination Entertainment, Netflix, and Universal Creative. Within the TEA, my current engagement is regular attendance at monthly mixer events, as well as being the point person within THG for driving TEA involvement for our east coast employees. On a personal level, I am focused on critical design in the industry for individuals with cognitive and physical disabilities. Growing up with a twin with Autism, I was inspired to have a career in the themed entertainment industry because I was always impressed with the way immersive storytelling inherently levels the playing field for individuals with disabilities. I approach all of my projects with this in mind and I am always looking for opportunities to innovate how we tell stories so that we can reach all audiences.

VISION FOR THE TEA

During my board term, I am dedicated to actively supporting TEA in alignment with its strategic goals. Firstly, I plan to focus on developing and driving innovative programming tailored specifically for the "in betweeners" - those

individuals seeking growth and advancement in the themed entertainment industry, but who are not yet industry veterans or just getting started in their careers. By creating relevant and engaging opportunities for this unique demographic, we can bridge the gap and provide a platform for their professional development.

Furthermore, my proficient project management skills will play a crucial role in optimizing TEA's operational potential and sustainability. I will work with the board to streamline processes, enhance organizational efficiency, and ensure that TEA is positioned for long-term success.

My specific objectives for the TEA and my tenure are twofold, tightly aligned with the organization's overarching strategy. Firstly, I am committed to broadening TEA's programming by introducing specialized interest-based initiatives. A key personal area of focus as previously mentioned is advancing critical design for disabilities, fostering a platform that encourages education, collaboration, and innovation. By championing inclusivity within themed entertainment, I aim to contribute directly to TEA's goal of knowledge dissemination and collaboration.

Additionally, an important goal of mine is to nurture the expansion of my personal professional network, while strategically leveraging it to drive TEA's membership growth. Recognizing the dual role of a board member – as an advocate for the organization and an engaged industry participant – I intend to forge connections with fellow professionals and potential members who share our vision. This dual-purpose networking approach not only enriches my personal growth but also aligns seamlessly with TEA's aspiration to enhance engagement, broaden impact, and amplify the influence of the themed entertainment industry.

SKILLS AND CORE COMPETENCIES

My unique competencies and skills are well-aligned with the growth and success of TEA under the guidance of the current strategic plan. Firstly, my strong project management skills will play a pivotal role in optimizing operational efficiency and ensuring the sustainability of TEA. I have a track record of effectively coordinating complex initiatives, ensuring deadlines are met, and resources are utilized efficiently. This proficiency will be instrumental in achieving TEA's goals of organizational excellence and increased impact. Secondly, my robust leadership and influencing skills enable me to easily secure buy-in from diverse stakeholders. I have a proven ability to lead teams, facilitate collaboration, and drive initiatives forward. This skill set will significantly contribute to TEA's objectives of fostering connections, enhancing thought leadership, and generating increased awareness of TEA's offerings. Additionally, my history of program development as a Resident Director in college, coupled with my previous work experience in the non-profit sector, equips me with a deep understanding of curating impactful content and fostering community engagement. These experiences will be invaluable in supporting TEA's objectives of knowledge dissemination, collaboration, and growth.