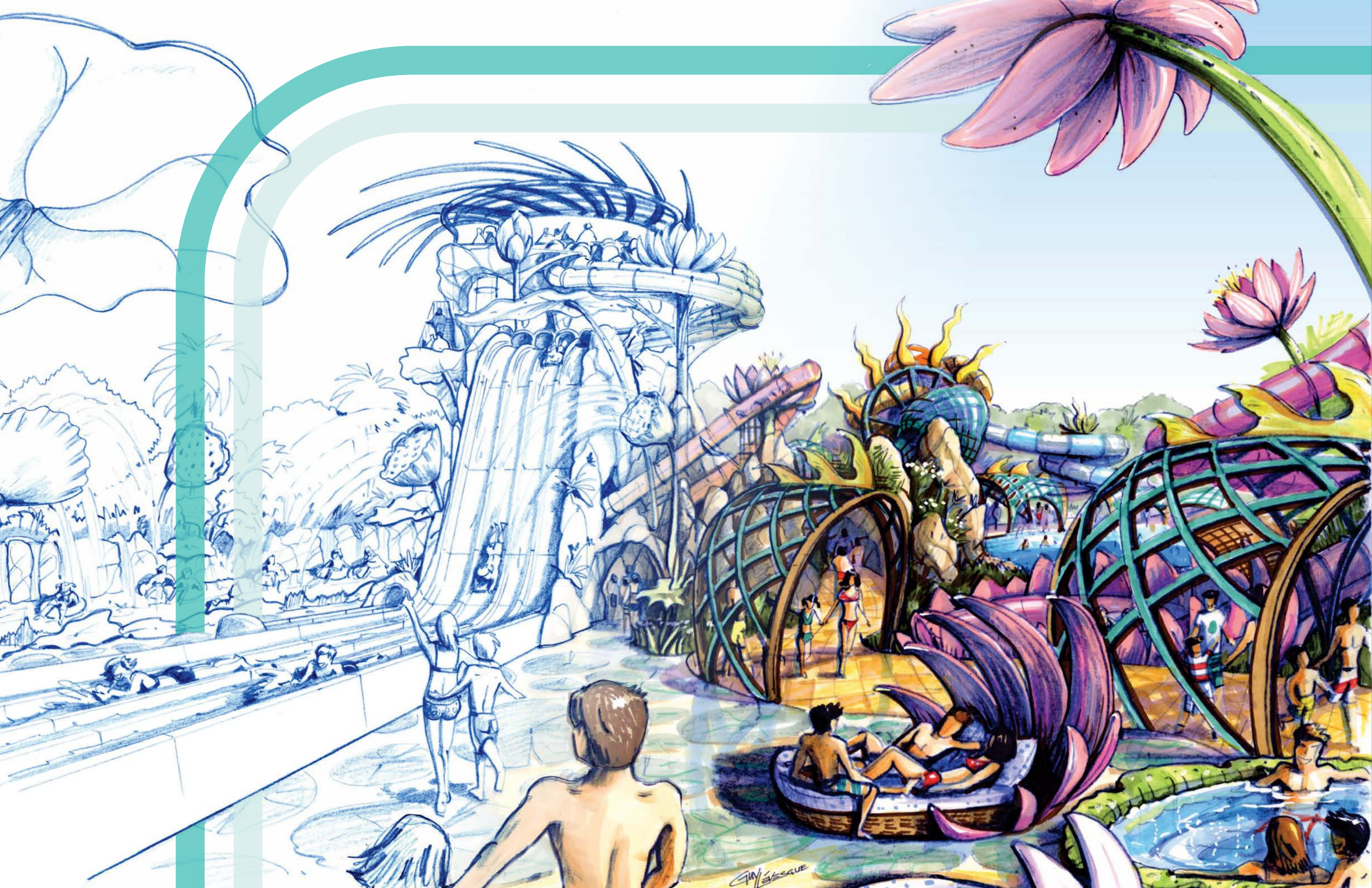


# Design Services





## Design Services

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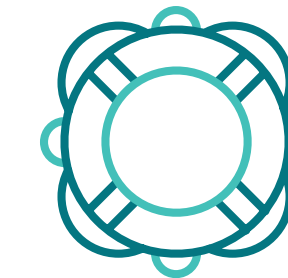
## Creating Iconic Destinations Which Work



WhiteWater was born in 1980 with one clear purpose, to create places where families unite, and make joyful lasting memories.

We achieve this by standing alongside our customers from concept to completion of award-winning attractions, from waterslides to water rides and everything in between. We aim to inspire our clients by unleashing our creativity to realize their ambitions; we craft solutions which make each park unique. We are dedicated to making products that operators can count on because we understand the importance of reliability and efficiency on the bottom line.

At WhiteWater, we put our success down to our attitude. We've never once forgotten why we're here—to help parks solve problems, create immersive experiences, and delight guests all over the world by creating connections through shared experiences, and forming emotional bonds with others in a way very few others can replicate.



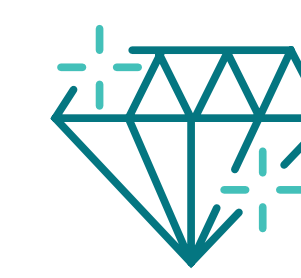
Safety

Safety is at our very core – allowing us to protect our operators, our people, and guests alike, each and every day.



Tailored

We combine pure creative thinking, and proven ability to deliver solutions, we can bring our client's vision to life.



High-quality

Fusing engineering with imagination to ensure the creation of high-quality products that stand the test of time.



Intelligence

The future of fun comes from our united, problem-solving nature. It allows us to look beyond tomorrow to create dependable products that are more fun, and inclusive than anything before.



Reliable

We continually build on our trusted reputation as reliable market leaders by delivering with care – on time, every time.



## WHITEWATER.

Entertain the Possibilities

Over the last 35 years we've helped hundreds of parks create environments and experiences which keep guests coming back. We have designed some of the most successful and well known water parks in the world such as Yas Island Waterpark, Wet'n'Wild Sydney, LEGOLAND® Malaysia, Chime Long waterpark, Ocean World Waterpark, Vana Nava Hua Hin, Great Wolf Lodge Water Parks, and Center Parcs Europe.

### Creating Places Where Fun Thrives

For WhiteWater, each design exercise is the seamless collaboration architects, operational experts, engineers and mechanical experts. This true teamwork enables us to achieve the delicate balance between creativity, practicality, safety and efficiency.

Our approach provides a solid foundation for the long term success of the water park by combining all the practical considerations which we know will make park operations smoother with the highest quality rides and an emotionally engaging 'themed' environment.

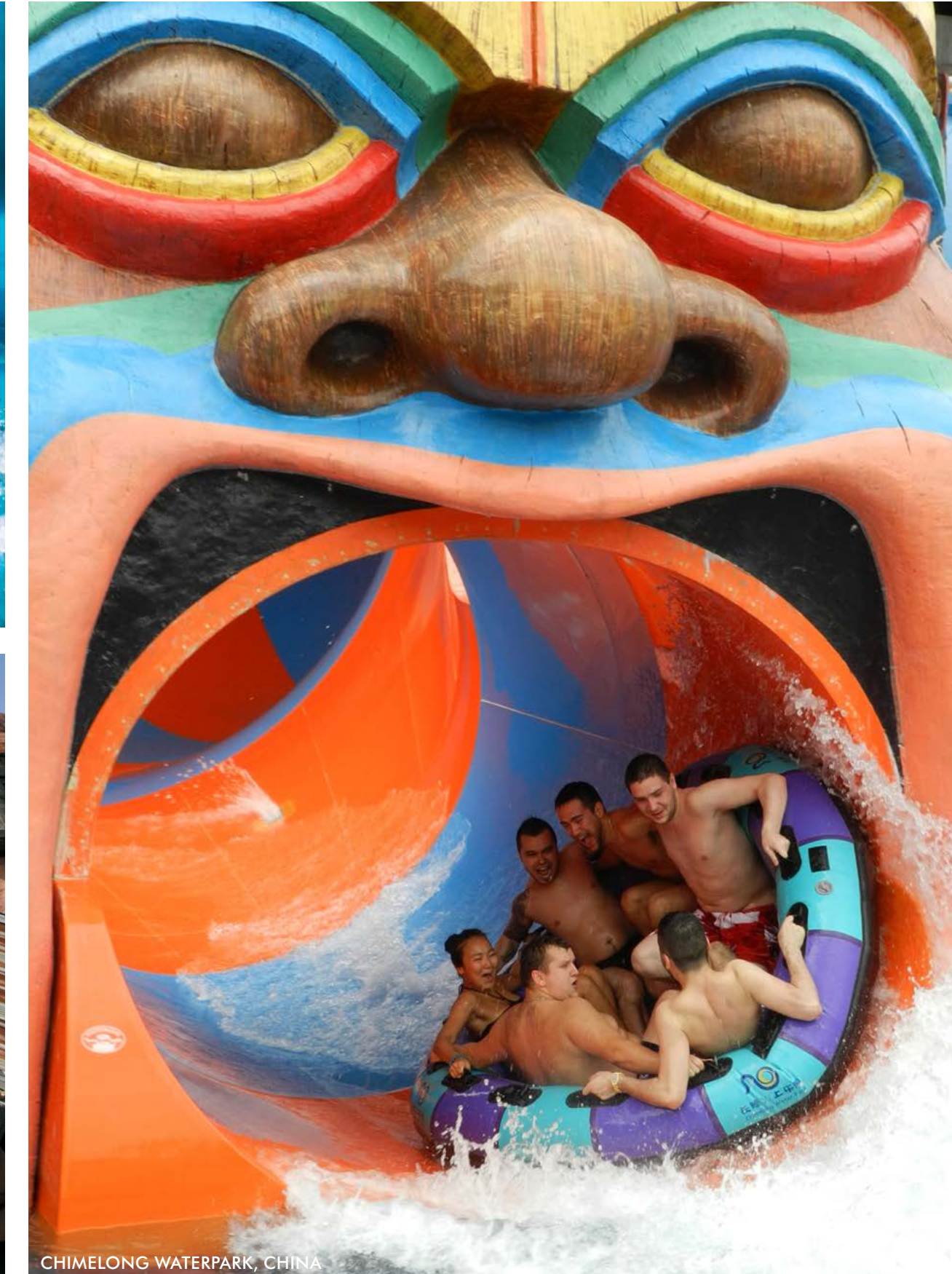
From a new development to a renovation or expansion our designs answer the needs of both operator and guest to create iconic destinations that work.



ATLANTIS THE PALM, DUBAI, UAE



WARNER BROTHERS MOVIE WORLD, AUSTRALIA



CHIMELONG WATERPARK, CHINA



## The journey from creative vision to customer experience

Our comprehensive Design and Operational consultancy services support your development each step of the way. WhiteWater experts with decades of design and operations experience creating and running world class parks can provide:

### Feasibility Studies

By optimizing our deep understanding of park planning and design, we can help you assess factors such as local demographics, seasonality, environmental conditions, visitor patterns and capacity estimates to provide a feasibility perspective for successful park development.

Whitewater is committed to supporting the process through site planning, reviewing/creating master plan options, preliminary facility sizing, capacity estimates, detailed equipment pricing and by bringing on strategic global partners.

### Water Park Design

Our architects and designers lay out everything from ride location and service access to appropriately placed retail and food and beverage so that your park is planned to make the guest experience exceptional, and maximise revenue while minimising congestion.

### Ride Design

We've been designing award winning rides for decades—our slidepath designers consider the ride mix you need to appeal to a broad range of demographics and balance family fun with high thrill. We are the only designer which runs safety simulations on each slidepath design so that our rides balance fear and fun appropriately.

### Theming/Storytelling

A water park is an escape for a day; guests want that “mini vacation” to take them away from the routine into an immersive experience. Let our creativity and imagination create a story for your park which will differentiate it from competitors and make it memorable down to the smallest details.

Then our theming artists hand-carve much of art that taps into guests imaginations and puts them into the story of your park and reflect the park's brand.

**WhiteWater is much more than the world's largest provider of water park attractions—because we have a genuine passion for what we do we attract the brightest talent in the industry. Experts who want to help this industry thrive and help keep guests safe while having the most memorable day out, and they use WhiteWater's reach to do that.**

## Our collaborative design philosophy



"We wanted to create an amazing attraction to celebrate the park's 10th anniversary. We knew we could count on WhiteWater to design, build, and deliver a unique and world-class ride and that's exactly what we have!"

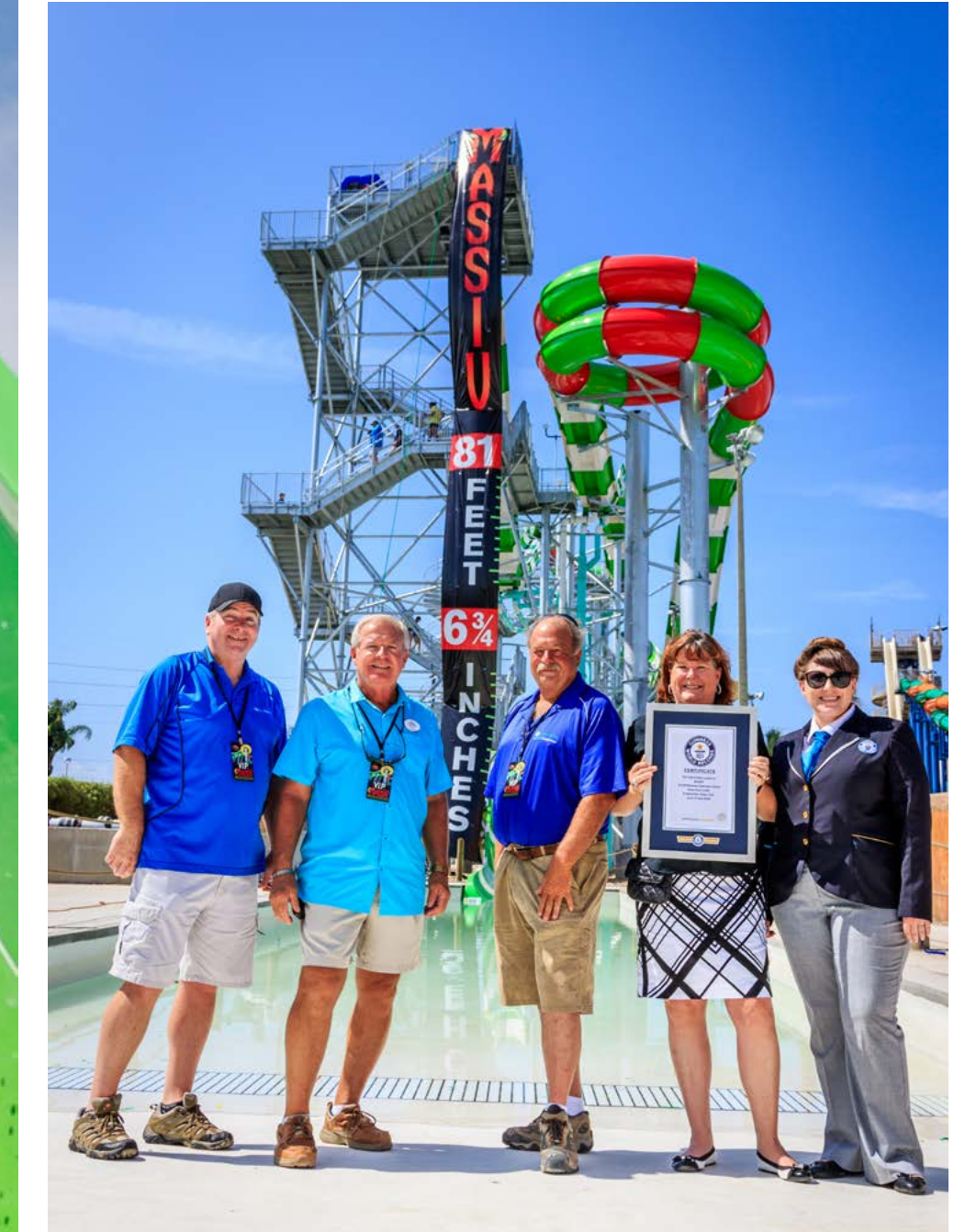
— Ron Sutula, General Manager  
Schlitterbahn Waterpark Galveston, Texas, USA



Our approach to design is holistic, we embrace working collaboratively with clients and consultants to capture all the opportunities. We start this process with a Design Workshop, an in person session to fully understand your vision and business goals so that we can convert them into a tangible concept which we present back in the form of a Master plan.

From this we work over a period of 4 to 6 months to product a complete design development package; the fine detail which includes architectural, theming, mechanical, HVAC, electrical, signage, lighting—everything you need prior to the construction drawing phase.

We follow a structured design process which always starts and ends with helping you achieve your business objectives.



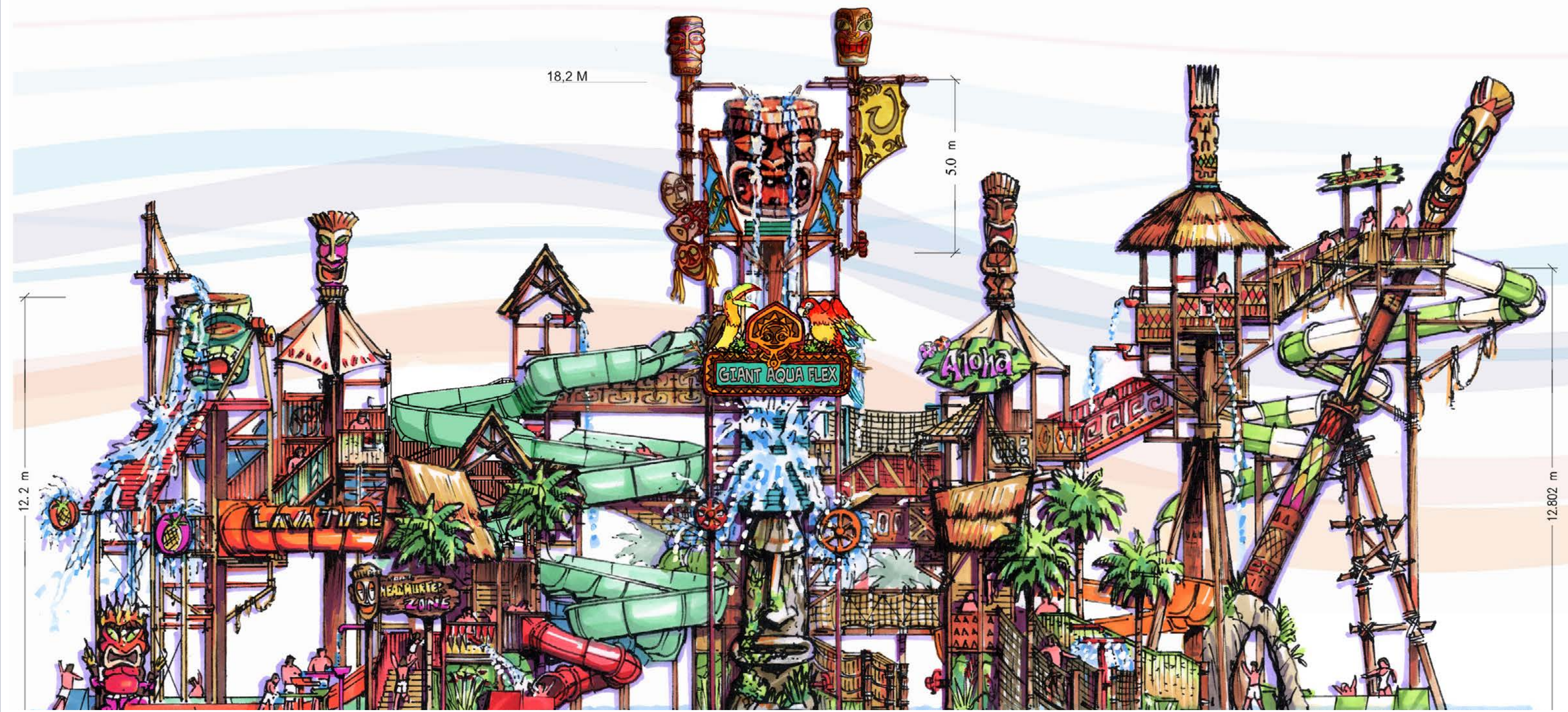


## Concept design: establishing the vision

Concept design is the beginning of the design process and follows the outline established in the master plan. Initial designs establish general themes and styles which describe the project's scope and content. Designs and story lines are then refined during this stage so that decisions can be made as to the way in which the project will move forward.

- Visualization and imagining
- Theming and storyline development

Operational parameters, project costs and schedules are analyzed and move toward resolution during this stage. By the close of this stage the project is defined and the disciplines that will be required to realize the project are determined.



**Lotte World**  
Jangyu, Gimhae-City, Korea  
Giant Rainfortress theming and concept drawing

## Schematic design: bringing your park to life

- Based on the approved final concept design, schematic design defines the size, function, appearance and basic requirements of the attraction elements and all related components within it.
- The story lines, design intent, theme, appearance and approach to fabrication, construction and production are all clearly articulated and functional and operational requirements are finalized.
- This phase is where our artists create the details, down to colour section, which pull your guests imaginations into your parks story so that you stand out from the competition and build an emotional memorable brand.
- The more detailed work performed during this phase conforms to the budgets and schedules established during earlier stages.



Riviera-Maya  
Cancun, Mexico

Park concept drawing



## Design development: the crucial details

This stage delivers detailed designs with story lines defined accurately describing each attraction. The output illustrates how the project will be constructed, fabricated or produced.

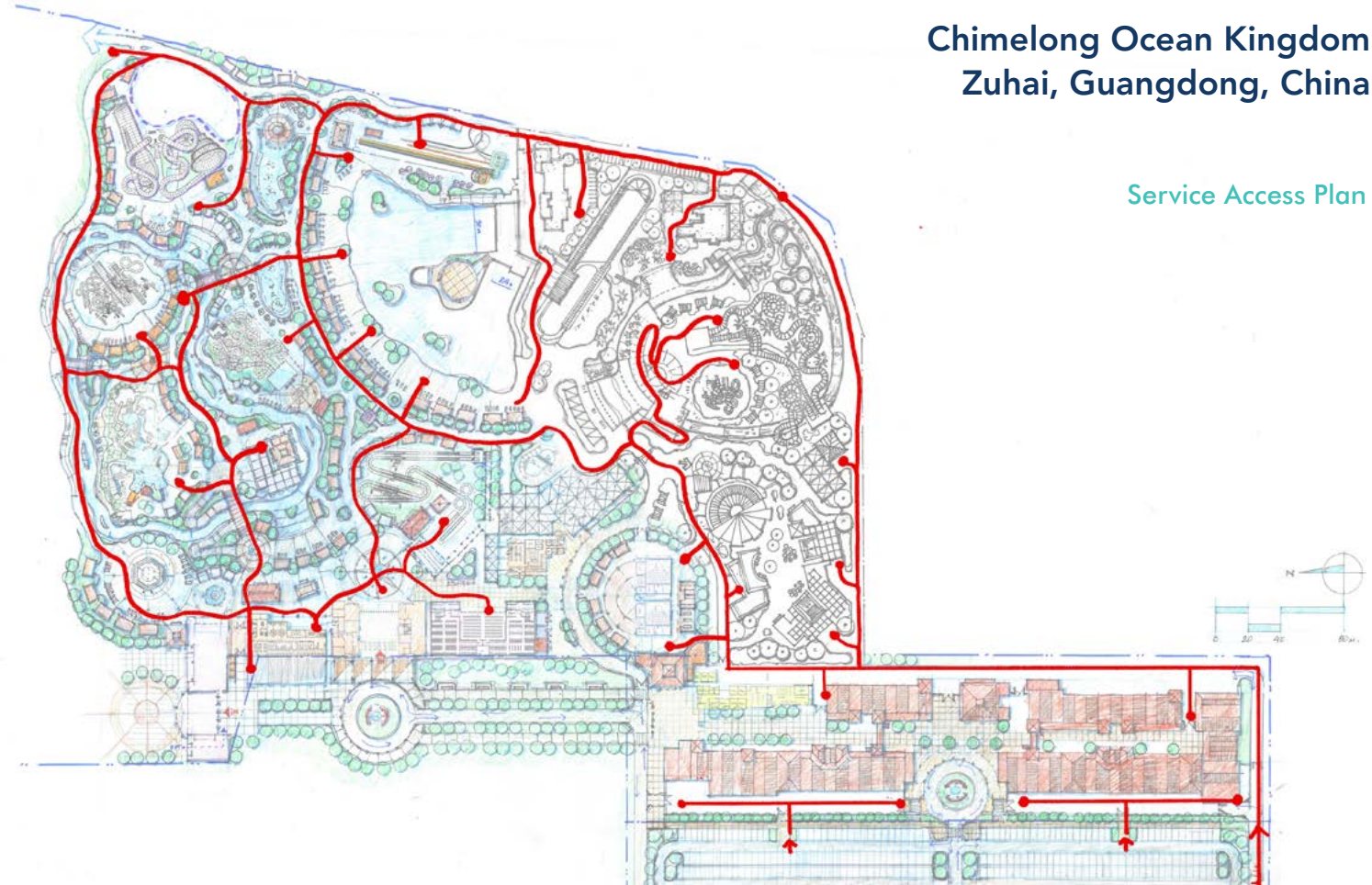
We design with purpose, creating beautiful places that are operationally efficient and keep guests happy. We know good design considers in-depth operational and safety measures including:

- Emergency Vehicle Access
- Pedestrian Circulation
- Lifeguard Stations
- Queuing Areas
- First Aid Location

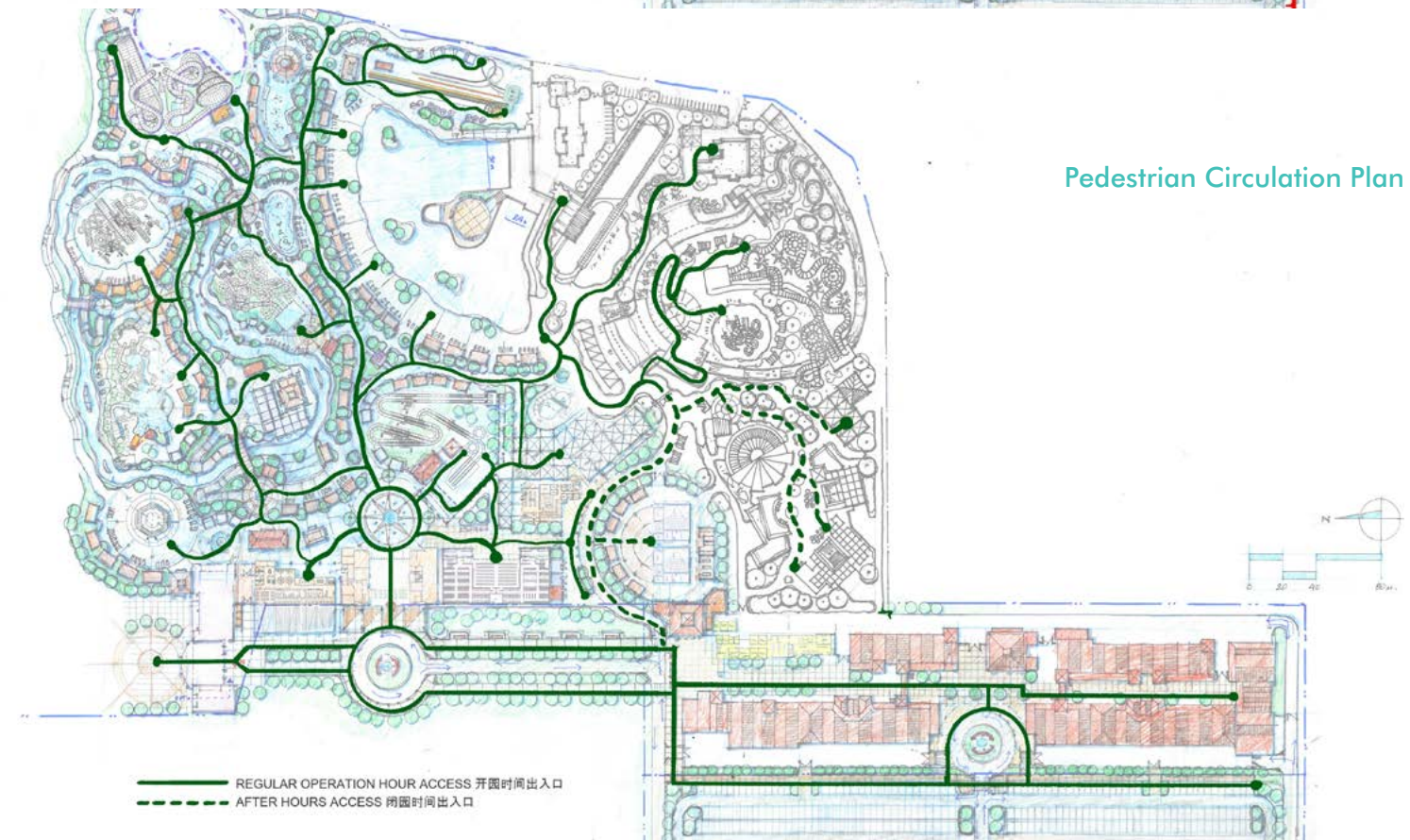
This practical phase determines the technologies required and vendors are identified. The detail plans produced allow the client and the design team to evaluate the design solutions in terms of impact on both budget and the quality of the visitor experience.

Chimelong Ocean Kingdom  
Zuhai, Guangdong, China

Service Access Plan



Pedestrian Circulation Plan





## Experience you can count on

From high capacity outdoor water parks in China to small municipal aquatic centers in the USA WhiteWater has the design expertise and experience to provide the solution your project needs. We love to be challenged and solve problems from fitting a lot of fun into very small spaces on Cruise ships to integrating amusement facilities into hotels and resorts. Our thinking isn't constrained to water, we also work with theme parks and can integrate 'dry' entertainment elements into your plan.

- Indoor water parks
- Outdoor water parks
- Hybrid parks (containing both wet & dry attractions)
- Hotels & Resorts Aquatic Facilities
- Theme & Amusement Parks



# We have a creative solution for most operational problems

## COMMITTED TO GREAT DESIGN FROM THE START

WhiteWater's Design Services team has, and continues to play an integral part in WhiteWater's mission to create places where fun thrives and commitment to evolve the industry. Initially, the team was made up of a small handful of passionate individuals who devoted their time to sharing their knowledge of water parks and master planning with our valued clients. They would advise on integrating new attractions within existing developments and optimizing ride mix and master planning on new projects around the globe. In addition to this, they also worked with other design professionals whose clients needed the very best and latest technology in planning water parks. Together with some of our earliest clients, we helped to create some of the largest and most iconic and successful water park projects in the world. We honed clients' visions into practical and entertainment places that have stood the test of time and created benchmarks emulated by new parks around the globe.

## THE TALENTED WHITEWATER DESIGN TEAM

After hundreds of design projects, large and small, all around the world over the last 40 years the team has grown. Our designers come to the industry with various professional backgrounds, but they all share a passion for water parks and creating landmark spaces that engage and thrill families and children of all ages. We work to maximize play value,

operational efficiency, and long-term project profitability, balancing the practical issues of site and operations with meeting the ever-increasing demands of new-age consumers. Our designers are guided by project location, local culture, geography, climate, topography, budget, and time constraints, but they have always considered customer experience as a priority. Our continuous innovation and commitment to creating world-class guest experiences will always lead to new and creative paths for the industry to evolve. We are passionate about our industry and providing our customers with the best possible solution for their water park and entertainment needs, no matter what size. Our experience, understanding, and knowledge will help you create an enduring legacy of water park fun and enjoyment.

**Domenic Sicoli**  
Director of Design



WATERBOM BALI, BALI, INDONESIA

Rated One Of The Top Waterparks In South East Asia On Tripadvisor

## Exercises in concept design & character development

"The intent was to create a design that captured the essence of Mayan culture and integrate it in the ride experience. One of the challenges that emerged was to create a park layout that helped circulation of guests, while at the same time allowed us to create stories around different rides that seamlessly blended into the larger narrative of Mayan ruins. Since there were several overlaying attractions, we had to work according to the **water table of the land**, where we had to raise the elevation of the site, cut and fill it at places to create a number of terraces that would add to the overall thematic concept and also address the site and operational requirements. Although a complex design project, there was a high level of collaboration with the client, that helped us overcome these challenges effortlessly. It's one of my favourite projects that I have worked on."

— Anthony Marinakis  
Creative Director



## Amikoo

Riviera Maya, Mexico

OPENING YEAR	2020
SIZE	3.6 Ha
VENUE TYPE	Outdoor
SCOPE OF WORK	Concept / Theming Design



### Bringing characters to life

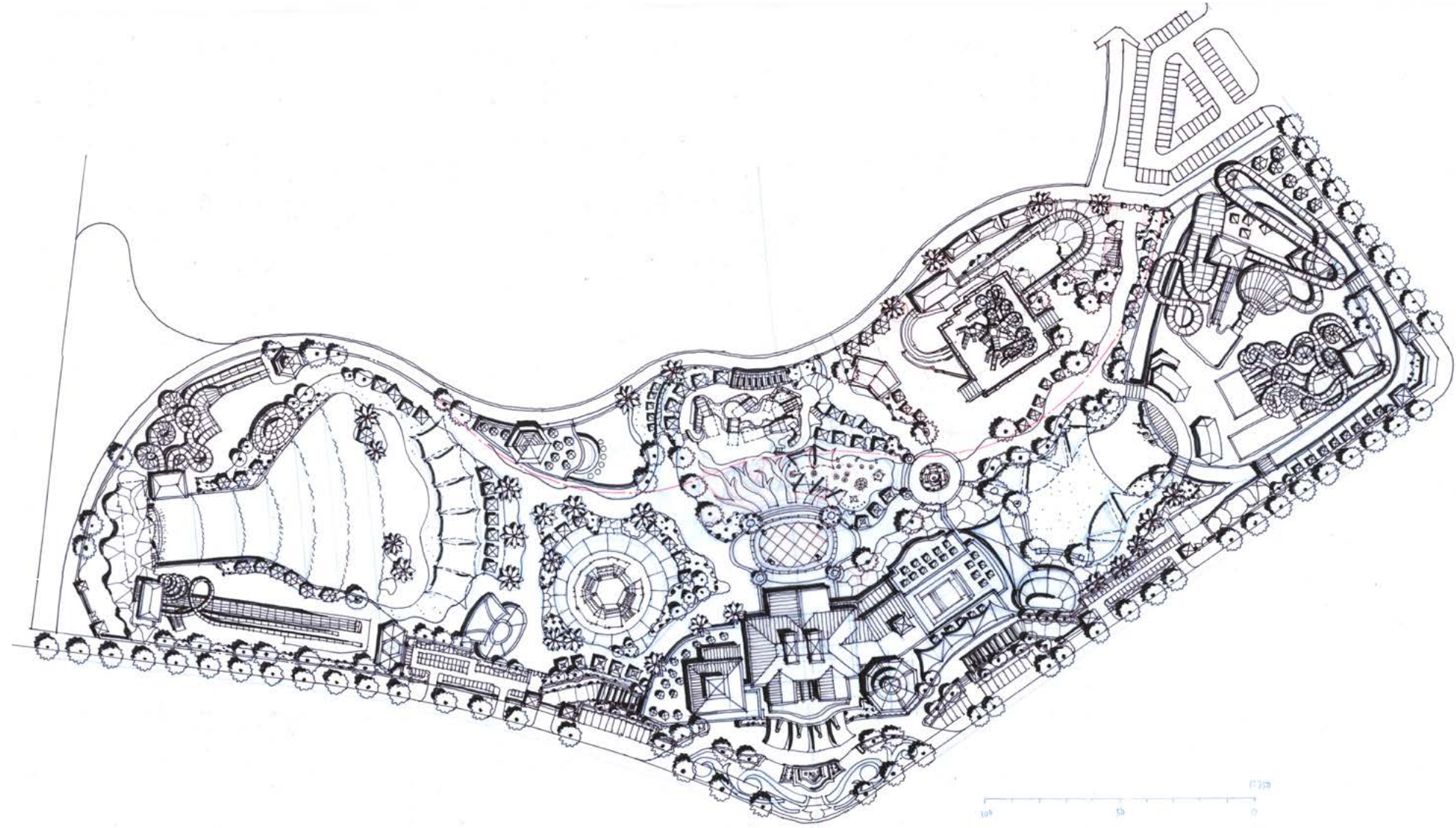
This masterplan's focus was around WhiteWater's Attractions. Though only a part of an overall amusement park development, the careful focus on expressive detailing with story telling in mind, makes Amikoo a world class attraction. This celebration of Mayan culture brings to life the mythology of the trees, sacred to the Maya. The entire park is a tribute to the Mayan world tree. Each zone revolves around the world tree in its own unique way. This axial plan creates a broad avenue much in-line with traditional Mayan design. Naturalized tropical plantings evoke a sense of the encroaching jungle and help to set the backdrop for the exciting rides.



## Design with operations and the site landscape in mind

“One of the key challenges that our design tried to overcome through the Ocean World Ho Chi Minh City project was to create a layout that could accommodate guests across age-groups, while at the same time create a fine balance between maximising capacity and creating a steady flow of traffic from one attraction to another. We tried to resolve this by creating a meandering spine connecting both ends of the park that was supplemented by another one at the peripheries of the park. There emerged a few site challenges in the form of a piece of land that was unstable for creating huge structures, we suggested utilising this land by creating light attractions for children instead, while the more stable portions of land could be used for big-scale water slides for adults. This way we could optimise the guest experience by creating attractions for all age groups and leverage the existing site conditions. It was a creatively stimulating experience to work on this project, besides it being a great opportunity for collaboration with the client and my teammates.”

— Gaylord dela Cruz  
Senior Park Designer



## Ocean World

Ho Chi Minh City, Vietnam

OPENING YEAR: 2020+  
 SIZE: 6.4 Ha  
 VENUE TYPE: Outdoor Park Expansion  
 SCOPE OF WORK: Concept Design Competition



## Developing unique structures for a complicated site

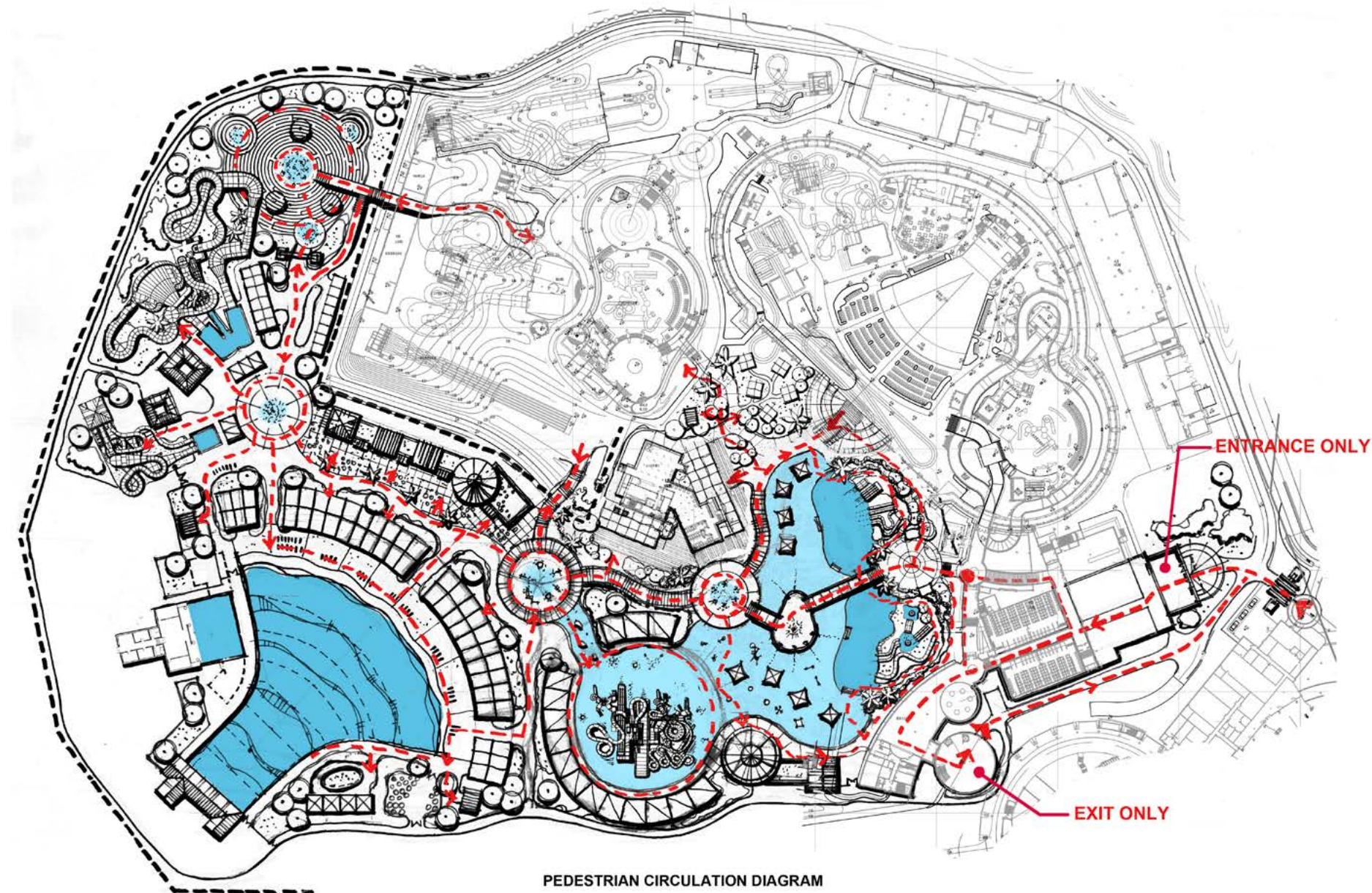
This design is a fantasia of European architecture. Developed as a part of competition, this park had to overcome unique site restraints including building restriction zones, piling zones and a long narrow beach front. Our response was to create a seamless design with a natural progression across the site. There was a special emphasis to create fanciful architecture and experiences that are primal to this park's interest. Two heavily themed elements on either side of the park acted as anchors to draw attention and manipulate the flow of traffic across the site. The verge between the park and waterside was developed with a series of resting pavilions and look out points to enjoy the restful views of the lake, thus taking full advantage of the best elements of the site surroundings.



## We are always considering guest circulation and capacity

“The intent was to create a design that helped in expanding the existing park, while also increasing the capacity. In terms of the operational challenges that we were trying to resolve through this project, one of the key focus areas was to add to the guest experience and create a sense of journey from one park attraction to another, while at the same time maintain the optimum level of circulation and flow of guests. We had to achieve this within the non-linear shape of the site that provided us limited scope for reinvention but having said that, I would like to add that there was a tremendous level of clarity that we got from the client. Although there were lot of iterations, I enjoyed working with the client to find a creative solution that was appreciated. This was one of those rare client engagements where having constraints emerged extremely helpful rather than limiting our scope of work.”

—Alexei Chachkov  
Park Designer



## OCT Tianjin

TianJin, China

OPENED	2019
SIZE	7.9 Ha
VENUE TYPE	Outdoor Park Expansion
SCOPE OF WORK	Concept Design



### Adding value to an existing theme

Adding to an already illustrious waterpark, this development sensitively expands on and adds value to an existing theme. The focus of the project was to create an expansion to increase the holding capacity of the park. This was achieved by including a massive Wave Pool, a giant Rain Fortress and a fanciful spray pad zone. Special attention was paid to help create a restful environment that could accommodate a large number of people. Thoughtful shading, landscaping and creating human scaled niches have helped create an environment that's a pleasure for park guests to experience. The idea behind this project is to bring the existing theme to the next level and elevate it from a simple expansion to an iconic park destination.





## Adding a fresh aesthetic to an ancient culture

“One of the key objectives of this project was to create a design that could capture the spirit of Mayan culture and take it through the guest experience—essentially building something new on the old ruins of a Mayan city. So, on hand while we were trying to capture the essence of the past, on the other we had to add a fresh touch to it, while at the same time taking into consideration operational concerns such as traffic flow and circulation of guests through the park. As you will see from the park layout, the site has a grand AquaPlay structure at the centre of the park from which guests can disseminate into various direction for all the other attractions. Creating this sense of balance between the central area and the peripheries emerged as a key challenge that we were able to successfully resolve. Ultimately, what we created is being implemented by the client to a large extent, which gives me great satisfaction as the designer of this park.”

—Wojciech Walczynski  
Design Team Lead



## Nuevo Chichen Itza

Chichen Itza, Mexico

OPENED	2020+
SIZE	5 Ha
VENUE TYPE	Outdoor
SCOPE OF WORK	Concept Design

Designs and planning for a split site expansion



LOCATION PLAN

### LEGEND

- A. WATER PARK DEVELOPMENT
- B. ADVENTURE PARK DEVELOPMENT
- C. PARKING



### A theme for every dream

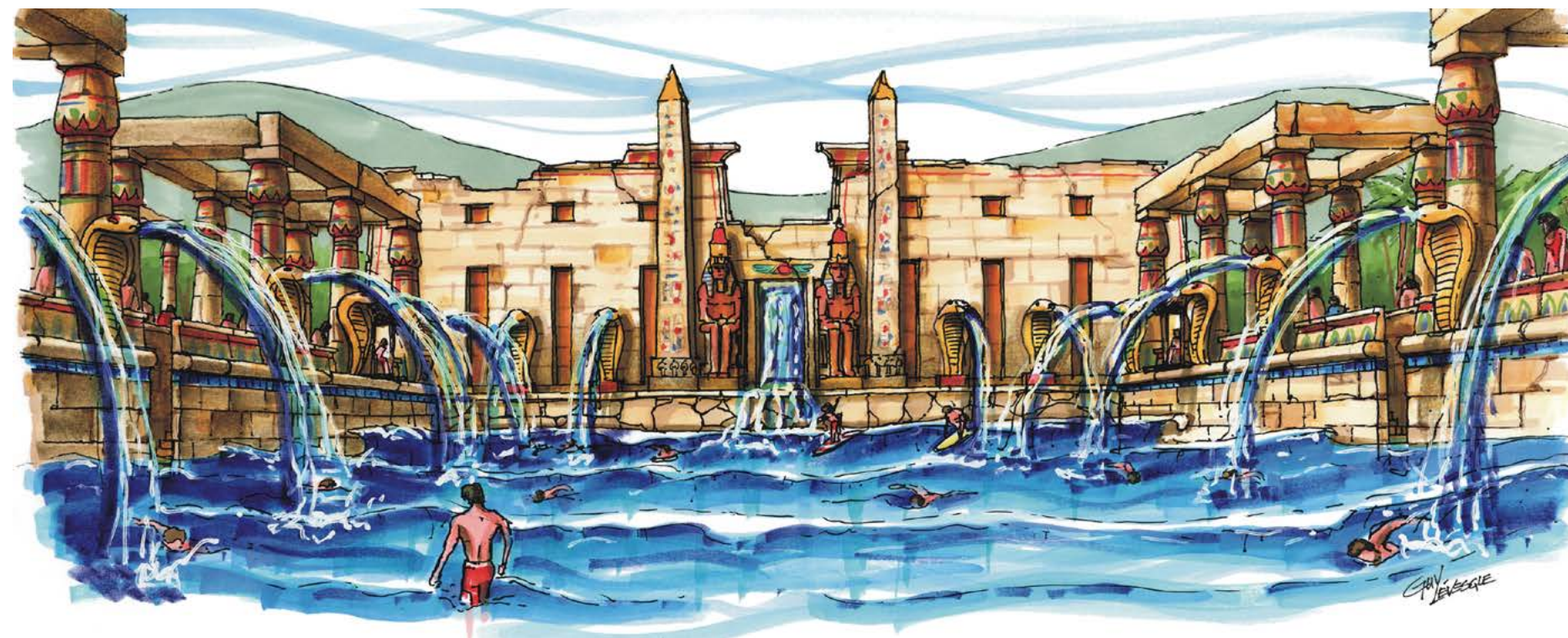
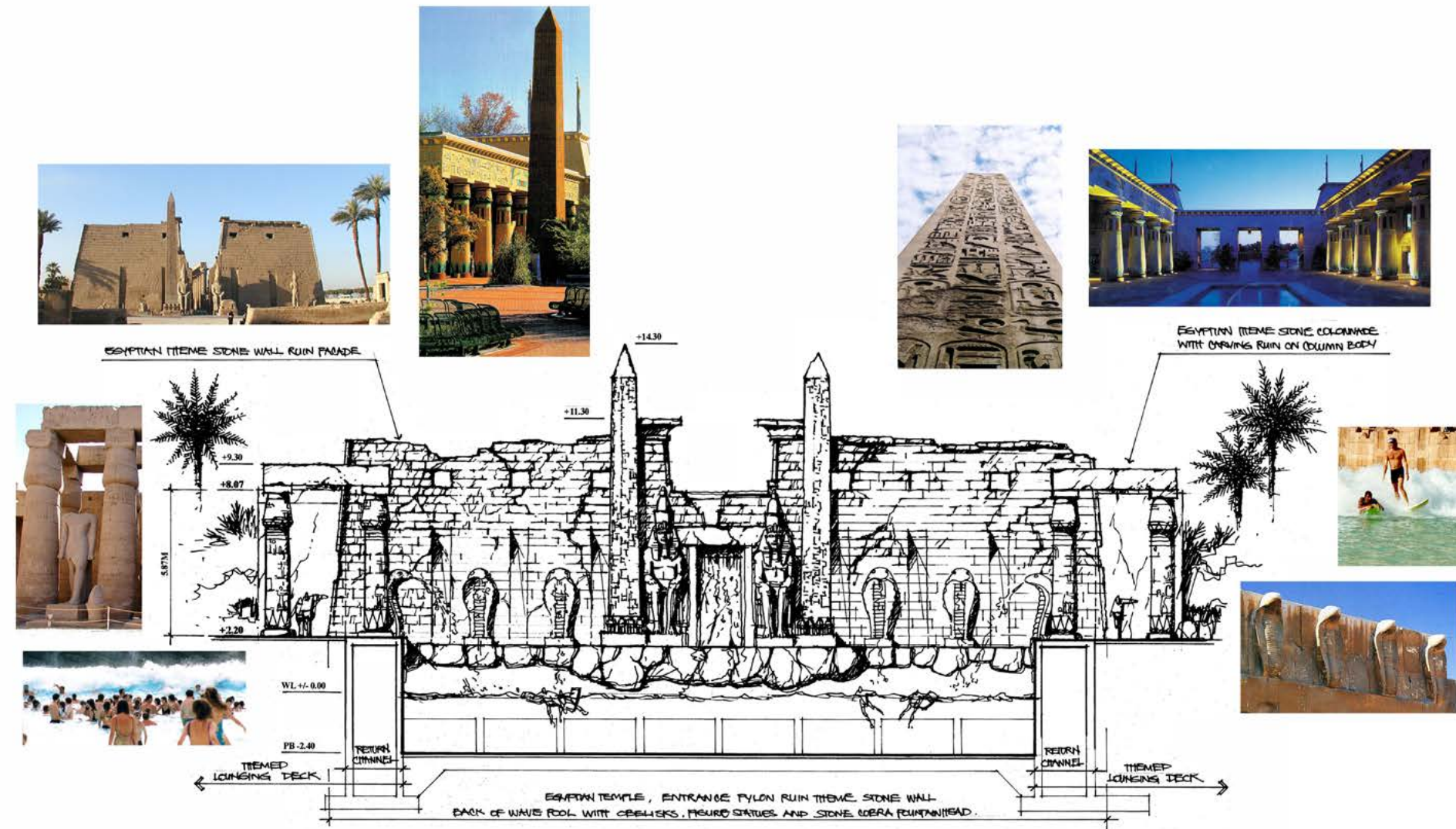
This waterpark is a playful tribute to the rich cultural history of the Mayans. The layout of the park is built around a plaza with a play structure, as the centre. From this central point all the elements of the park radiate outwards. This creates a natural flow that allows visitors to easily access all areas of the park with the least amount of walking. This also amplifies and concentrates views and vistas in the design. This focused concentration allowed for a judicious approach to theme. Fanciful architecture was created in these key areas that in turn helped define an experience for the whole park.



## Solving clients' needs with a precise & creative approach

"This is one of those projects at WhiteWater where the execution of the proposed master plan has been closely followed. Largely planned by my colleague, Tat Won—an immensely talented park designer who left us, this project is a tribute to his creative expression and great design skills. One of the key challenges that we attempted to resolve in this project was to provide a creative solution to operational problems such as navigation and circulation through two different parts of the park, one on an island and the other on the shore. Here, we had to find an intelligent way to connect these two parts and ensure the guests explored the entire park and not just experience one part. I believe this is the second largest park in Korea and the client has been very happy with the outcome."

— Wojciech Walczynski  
Design Team Lead



## Vivaldi Park Ocean World

Hongcheon-gun, Gangwon-do, Korea

OPENED	2006
SIZE	Indoor 1.3 Ha Outdoor 8.6 Ha
VENUE TYPE	Indoor & Outdoor
SCOPE OF WORK	Concept Design, Schematic Design & Design Development



## Expanding an existing park

Vivaldi Park Ocean World is one of the most popular summer destinations in Korea. Their diverse collection of waterpark attractions sprawl over 120,923,200 sq. ft. and can accommodate up to 23,000 people at once. Numbers released in the 2014 TEA-AECOM Attendance Report have Ocean World ranked #5 out of the top 20 waterparks worldwide with an annual attendance of 1.6 million visitors. In 2013, Ocean World was ranked #4 and have consistently sat amongst the top 10 waterparks worldwide in terms of attendance since 2010. It's not without strategic growth that Ocean World has been able to host this many waterpark visitors at one time. They have invested and reinvested in growing their capacity by adding WhiteWater wave products. The expansions have resulted in increased annual attendance and extended staying time of their customers which in turn boosted ticket sales, food and beverage sales and overall revenue.



## Problem solving for the best possible guest experience

“This was a very different project as the client had already constructed the park and involved us midway, so we had to work with what was already built. There was a 1.5 km Lazy River that was half constructed along with a half-constructed hotel. Since the park was to open just for hotel guests, we had to estimate the no. of guests and plan the park facilities according to that—which made planning for the park circulation and capacity requirements a little challenging. We suggested 4 bridges across the river to connect the hotel guests to the various attractions. In addition to this, the strict landscape restrictions and bylaws in Latin America prevented us from moving or uprooting the natural landscape, which gave us limited space for constructing something new and most the attractions had to be built around the natural landscape. We worked on the challenges and found ways to get around them to create a park design that enabled a great guest experience. We worked closely with the client and value their commitment in taking Riviera Maya to this level. It was challenging but very interesting at the same time!”

—Dio Ho  
Former Director of Design



## Riviera Maya

Cancun, Mexico

OPENED 2019  
 SIZE 2.5 Ha  
 VENUE TYPE Outdoor  
 SCOPE OF WORK Concept Design

## A lush Mayan beach landscape

In tribute to the lush tropical jungles of the Mayan Rivera, this park is an oasis for the weary traveler and the adventure seeking locals. Our team focused on creating the feeling of a meandering waterpark set on a backdrop of lush vegetation. A winding river defines the border of the park. Inside, there is an ample children's play area—it's RainFortess straddles a food and beverage building where parents can enjoy a refreshing drink while keeping a close eye on the kids. A Wave Pool defines the central core of the park thus allowing visitors to use the beach as a central meeting spot. Thrill rides and family centred attractions radiate in all directions from this central core to maximize views and minimize walking distances.



## Award winning designs for every project scale

“One of the main areas we tried to focus in this project was to fit big-scale attractions in a small and compact piece of land that was the size of an indoor water park, while ensuring the experience was interesting, convenient, and exciting to guests. We used a Lazy River as a way of creating sense of journey and navigation through the park, and since this was narrow piece of land, unlike most Lazy Rivers, this one provided surprises along the way. Since the ground level changed offering different levels of viewing platforms at different heights, this gave us an opportunity to build on the sense of discovery and exploration for guests. Alongside, we had to ensure that we provided enough space for lounging and resting areas to cater to interests of guests across age-groups. Ninety percent of the project has been built as per the master plan we provided, which is a very positive experience for any designer, and a great measure of success as well.”

—Alexei Chachkov  
Park Designer



Tourism Authority of Thailand  
Top 10 popular attractions for Chinese tourists in Thailand



Aquatics International  
Dream Design 2015



World Waterpark Association  
Leading Edge Award 2015



## Vana Nava Water Jungle

Cancun, Mexico

OPENED 2014  
SIZE 2.3 Ha  
VENUE TYPE Outdoor  
SCOPE OF WORK Concept Design, Schematic Design

The beautiful Hua Hin District with its stunning beaches and exotic vegetation provided the inspiration for Vana Nava's Water Jungle water-park. Taking their cue from the area's natural beauty, WhiteWater's Architecture and Design team set out to create a one-of-a-kind tropical spa resort feel that would showcase the iconic rides. Rising to the challenge, the team crafted an optimal experience that guides guests, either by foot or lazy river, through all of the park's features making the best use of the limited space available, striking the perfect balance between rides and relaxing quiet areas to minimise the feeling of congestion even on peak days.



“WhiteWater's team brings a depth of understanding that delivers value to our business and our guest experience.”

—Tim Mow  
When he was General Manager of  
Vana Nava Hua Hin Water Jungle



## Resolving operational concerns through design

“Lotte Gimhae had two parts: indoor and outdoor which had to be integrated in the park design. The operational requirements for these two components were very different as the temperature in the indoor had to be regulated which resulted in a lot of resource planning for getting both to function together. WhiteWater’s Tat Won partnered with Cunningham Group to create a design that could incorporate the various operational considerations. The park has a huge volcano that spurts fire, the construction of this emerged as one of the most challenging aspects in terms of time and budget impacting the first phase of the design build. But we were able to overcome this challenge with the cooperation of the client.”

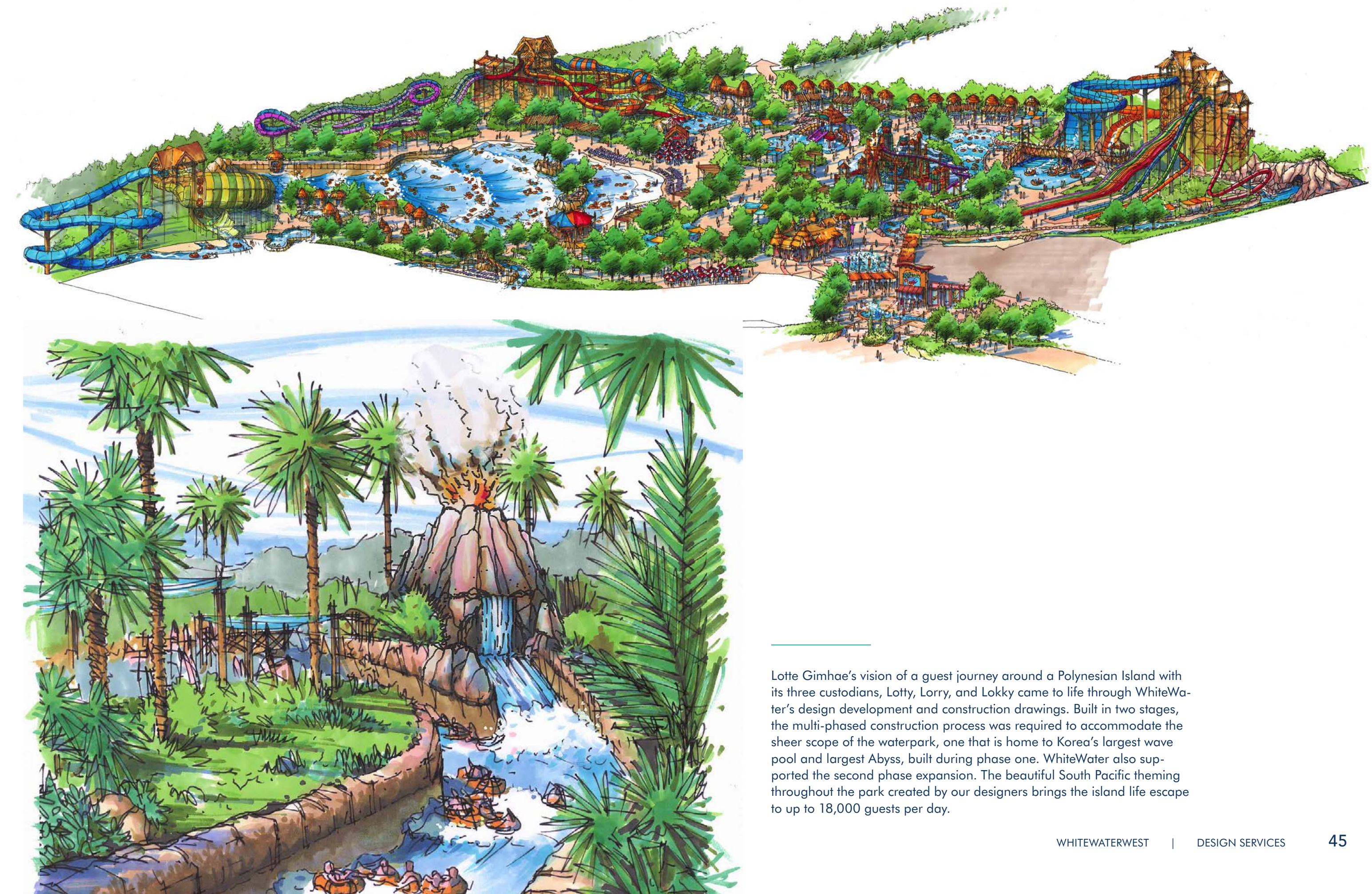
— Young Kim  
Sales Director, WhiteWater Korea



## Lotte Gimhae

Jangyu-ro, Gimhae-city, Korea

OPENED	2014
SIZE	Indoor 2.3 Ha Outdoor 10.9 Ha
VENUE TYPE	Indoor & Outdoor
SCOPE OF WORK	Concept Design, Schematic Design & Design Development (in collaboration with Owner’s other consultants.)



Lotte Gimhae’s vision of a guest journey around a Polynesian Island with its three custodians, Lotty, Lorry, and Lokky came to life through WhiteWater’s design development and construction drawings. Built in two stages, the multi-phased construction process was required to accommodate the sheer scope of the waterpark, one that is home to Korea’s largest wave pool and largest Abyss, built during phase one. WhiteWater also supported the second phase expansion. The beautiful South Pacific theming throughout the park created by our designers brings the island life escape to up to 18,000 guests per day.

## Big ideas for big spaces

“A trendsetting waterpark in China, Chimelong Waterpark is etched in my memory for its sheer magnitude and scale of design. Rated as the ‘World’s Highest Attended Waterpark’ in 2014, this project was the first-of-its-kind in the China region that was designed to accommodate huge crowds. With a Wave Pool large enough to fit 2000 guests and one of the longest lazy Rivers in China, one of the main challenges that we overcame through our design was creating such a huge capacity and alongside mapping out the flow of guests at such a large scale from one corner of the park to another. In addition to this, we had to optimize and preserve the existing topography of the site while also creating a an entrance that was prominent enough to be visible from a long distance and draw huge crowds that could be accommodated into the park as they moved from one attraction to another.”

— Wojciech Walczynski  
Design Team Lead



IAAPA  
Must-See Water Park 2007



World's Highest...  
World's Highest Attended Waterpark 2014



## Chimelong Waterpark

Panyu, Guangdong, China

OPENED	2007
SIZE	2.2 Ha
VENUE TYPE	Outdoor Waterpark
SCOPE OF WORK	Concept Design

Chimelong presented WhiteWater with the tremendous opportunity of creating a master plan, followed by a concept design for one of the highest attended and largest waterparks, by area, in the world. The key requirements in Chimelong’s master planning were to incorporate and preserve the existing natural land features of the site while also creating a prominent entrance to the park that was visible from the main thoroughfare and adjacent amusement park. Following the success of the initial design, WhiteWater was brought in again to design the park’s expansion into a new corner of the site, which involved adding an extreme river, Family 6 Python with double MEGATube sections, and relaxation spaces.





## Meet the senior team



**Ron Lausman**

*B.Sc., M.L.Arch. CSLA MALA*  
**VP of Business Development**  
Architectural Services

Ron Lausman is an integral part of the senior management team. He is a registered landscape architect with over 30 years of mixed use and entertainment design/development experience, of which over 23 years of that time, he has been directly involved with the design and development of some of the industries' best water parks around the globe. He holds a Bachelor of Science Degree and Master of Landscape Architecture degree from the University of Manitoba, and has been involved in the design of many world class indoor and outdoor water parks, resorts, and destinations. Many of these parks are associated with major resort aquatic facilities, entertainment companies, hotel water parks and other recreation amenities across North America, with significant projects across SE Asia, China, Korea, Middle East, Eastern Europe, Russia, South and Central America. Ron has worked on a great many projects for iconic parks such as Atlantis, Yas Island, Legoland Dubai, Wet and Wild Sydney, Evergreen Park, Ramayana, Hawaiian Falls, Wet and Wild Las Vegas, Legoland Malaysia, Wild Wild Wet Singapore, Moreon Waterpark Moscow, Chimelong expansions, Carnival Cruise lines, Vana Nava Thailand, and many others.



**Domenic Sicoli**

*B.L.Arch*  
**Director of Design**

Domenic holds a Bachelor of Architecture Degree from the University of Toronto, and has lived and working in various parts of the world including 15 years in Shanghai with most of the leading developers in China as clients. With 23 years' of experience, he has been led master planning, architecture, landscape architecture and interior design projects throughout North America, China, Middle East, Europe and Africa. A multi-disciplinary designer with emphasis on service, providing unique design solutions catered to the particular needs of the client and site, Domenic enjoys working on a wide range and scale of projects. Prior to joining Whitewater, he was most recently responsible for global technical services and project management for luxury lifestyle hotels and resorts.



**Anthony Marinakis**

*B.L.Arch*  
**Creative Director**

Anthony completed his Bachelor of Landscape Architecture at the University of British Columbia. After UBC he gained a couple of years of experience with small firms working on University campus layouts, Hospital Grounds & Gardens, Municipal Playgrounds, and Crime Prevention Through Environmental Design (CPTED). When Anthony joined Whitewater in 1995 he was involved in many large scale waterparks such as Everland Korea, Discovery World Taiwan, and Atlantis Dubai. In 2005 Anthony took a position with Whitewater Attractions where he helped build and develop their amusement park division and design new products. Anthony has over 20 years of landscape architectural experience. Key projects include Universal Studios, LEGOLAND, Atlantis, and Disney.



**Wojciech Walczynski**

*M.Arch*  
**Senior Park Designer**

Wojciech was born and raised in Poland. He began his career as an architect after graduating from the School of Architecture in Cracow, Poland and worked for several years as an architect in his homeland. In 1986, Wojciech moved his young family to France and then eventually to Canada. Prior to joining, Whitewater in the summer of 1995, he worked on several projects with renowned Architectural Firms AWA and Christopher Phillips and Associates. At Whitewater, he has designed such showcase projects as Beijing Gardens, Golf Vietnam and Lake Dolores, Lishui Water Park, and Huaqiang Nantong Water Park.



**Rob Miksza**

*B.L.Arch*  
**Park Designer**

Rob has over 10 years of experience in the design of aquatic recreational attractions and waterparks. He graduated with a Bachelor of Landscape Architecture degree from the University of Guelph. He specializes in park master planning and overall theme development. His projects are wide spread around the globe and range from small municipal parks to some of the world's largest waterparks. Projects in his portfolio include Wet'N'Wild Las Vegas and Disney Resorts.



**Hamid Babaki**

**Play Structure Designer**

Hamid was born and raised in Iran. He has an architectural degree from faculty of fine arts in Tehran University. He worked as a junior Architect before immigrating to Canada in 1995. Hamid joined WhiteWater in October 1996. He was among the founders of the "AquaPlay Design" group and since then he has led or directly been involved in the design and installation of more than 600 play structures around the world. Hamid also holds associate certificates in "Computer Aided Design" and "Introductory CAD Programming" from BCIT.



**Marvin Marasigan**

*B.Arch*  
**Park Designer**

Marvin was born and raised in the Philippines. He has a bachelor degree of science in architecture with a certificate in Building technology. As an architect he has 4 years of experience in design and project management for residential, high rise condominiums and commercial buildings. As a designer he also has 6 years of experience in theme park design in the Middle East, Asia & Europe. Marvin joined WhiteWater in 2011 as a park designer and is involved in water park design and theming. Key projects include Yinji Kaifeng, Yinji Xinmi, Vana Nava Water Jungle, OCT Chongqing, OCT Shanghai, OCT Fuzhou, Bliss India, Mt. Olympus and Zoombezi Bay.



**Guy Levesque**

**Design/Architecture**

Guy was born and raised in Québec City, Canada. He graduated from Laval University School of Architecture in 1995, and also studied at the School of Architecture of Venice Italy. He spent 10 years working in his home town on award winning projects before moving to Vancouver in 2005 where he started working for WhiteWater as a theme park architect. Guy's approach to waterpark design is expressed through colorful and powerful renderings and is inspired by his 20 years of extensive trips around the world. He has worked on numerous major waterpark projects for clients such as Disney, LEGOLAND, Wet'N'Wild and OCT.



**Alexei Chachkov**

*M. Arch.*  
**Park Designer**

Alexei began his career as an architect after moving to Canada from Russia. Prior to graduating from the Tomsk State University of Architecture and Building, he studied art and graphic design. In Vancouver, Alexei participated in many local and international projects ranging from commercial and educational buildings to small residential units while working for Randy Knill and DA Architects + Planners. Since joining WhiteWater in 2007, Alexei has worked on many showcase projects from early concepts to the final stages of development.



**Jasmine Chin**

**Park Designer/3D Illustrator**

Jasmine joined WhiteWater in 2006 as a Thematic Design Detailer for WhiteWater Attractions produce range. For the duration of her tenure she has gained experience in Conceptual Thematic Design & Detailing, Attractions Design and Global Marketing. She has experience working with renowned clients and brands such as Sanrio, HIT Entertainment and LEGOLAND. With a Bachelor of Design in Industrial Design from Emily Carr University, she loves to find creative solutions which integrate the various disciplines of design. Her passion for design is fueled by the desire to create engaging and intuitive experiences for others.

## Let's get started!

To start bringing your vision to life email Ron Lausman to discuss your ideas.

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Entertain the Possibilities

Creating places where fun thrives.

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