

JEAN GOROSPE

jeangorospe.com
jean.gorospe@gmail.com
(347)448-0064

Skills and Abilities:

- Over 15 years of strong experience using digital and traditional media
- Extensive background in the digital/traditional arts
- Design pipeline proficiency from concept to final product

Areas of Expertise:

- Jewelry Design and Prototyping
- Reverse Engineering
- Modeling for Video Games
- Product Concept & Design
- Zbrush, Rhino 5, Maya,

EXPERIENCE:

Instructor/3DArtist

Jan 2016 - Present

LinkedIn | Lynda.com

Carpenteria, CA

- Authored courses using Rhinoceros, tSpline, & Zbrush
- Teaching a variety of modeling techniques for various industries

Instructor/3DArtist

Sept 2014 - Present

92ndY

NY, NY

- Authored courses using Rhinoceros, tSpline, & Zbrush

Instructor/3DArtist

Oct 2014 - Present

Pluralsight | Digital Tutors

Edmond, Ok

- Authored courses using Rhinoceros, tSpline, & Zbrush
- Teaching a variety of modeling techniques for various industries

Senior CAD Artist

May 2013 - Present

David Webb

NY, NY

- Model Hi-res Models using Rhino and Zbrush for prototyping and production
- Working directly with in-house Master Jewelers to develop high-end pieces
- Developing new jewelry lines and concepts
- Copy Hi-res models using 3D Scanner

Senior Designer

May 2012 - May 2013

Alexis Bittar

Brooklyn, NY

- Collaborate new ideas the design team and Alexis Bittar
- Sketch new 2D & 3D concept art for seasonal lines
- Model Hi-res Models using Rhino and Zbrush for production
- Copy Hi-res models using 3D Scanner
- Work with product development team and organize Spec sheets

3D Artist / CAD Operator

Nov 2011 – Mar 2012

Ted Lawson

Brooklyn, NY

- Modeling high resolution 3D models from concept using Zbrush, Rhino, & Maya
- Fixing Scanned STL files taken from 3D Camera
- Modeling Hi-Res Models and Geometry accurate to the clients' standards
- Generating Tool paths models for 4-Axis Milling using RhinoCam

Lead Character Artist

Oct 2010 – May 2012

Muse Games

New York, NY

- Sculpting, Modeling, texturing realistic humans, stylized creatures from detailed concept drawings using Zbrush & Maya
- Preparing game ready assets for the game engine

CAD Artist / Jewelry Designer

Sept 2009 – Nov 2011

Roule & Co

New York, NY

- Modeling high resolution jewelry models from concept using Rhino
- Preparing parts for prototyping and production

Lead Character Artist

Feb 2011 – Aug 2011

Quantum Ward Studios

New York, NY

- Modeling high resolution 3D models from concept using Zbrush
- Creating Low-res meshes and baking out maps for the UDK engine

CAD Artist / Jewelry Designer

Aug 2005 – Sept 2009

Ketomico

New York, NY

- Modeling high resolution jewelry models from concept using Rhino
- Preparing parts for prototyping and production

Freelance CAD Artist

Aug 2002 – Sept 2004

Triple M

New York, NY

- Modeling high resolution jewelry models from concept
- Render high resolution images
- Preparing parts for prototyping and production

Sales and Marketing Rep

Sep 2000 – Jul 2002

Odwalla Juices

New York, NY

- Maintained Stock inventory and orders in all vendor locations in Upper/West Side of Manhattan
- Communicated directly with store managers
- Made regular juice demo “Blitzes” all over the tri-state area
- Managed schedules and payroll for marketing team

EDUCATION:

Drawing Studies

2010 - 2011

Art Students League of NY

New York, NY

3D Modeling & Animation

2005 - 2006

School of Visual Arts

New York, NY