



Professional Summary

A talented, driven and forward-thinking established designer that applies the latest digital technology in unique ways. Qualified with a Bachelor of Design: Industrial Design 2009. Experienced in producing effective 3D CAD models for use in manufacture, product, props or advertising. Clever in creative brainstorming, concept sketching and 3d modelling. Talented at consulting industry how to integrate 3D technology, optimise workflows and output accuracy. An eye for context-relevant design, and appreciation of form and the interaction of positive and negative space.

A self-awareness and objectivity to keep a sensible approach to the design flow. Self-motivated, innovative and adapts quickly to changes - working to tight deadlines and providing unique, efficient solutions. Can work as part of a team as well as an independant - understanding my role within a project. Clear, confident presenter with a friendly sociable personality. Confident, good natured and positive at life.

Experience with feature film work, museum installation and exhibition design. Commercial product design, prototyping and iteration development. Advanced with 3D printing, costume design and 3D modelling. CG game ready assets for games and apps.

Portfolio here: www.mulderandskully.com

3D/2D Skills

- ✓ Organic and hard surface modelling (see software list) utilising tablet screen and dual screens
- ✓ 3d modelling in Zbrush, Modo, Maya, MD3 Rhino Solidworks and similar.
- ✓ 3d model file prep for CNC, Laser-cutter, 3D printers and other machinery.
- ✓ 2D vector based packages incl. illustrator, Photoshop CorelDraw and more
- ✓ Adobe Suite, Office suite
- ✓ Creating/interpreting 3d models from sketches
- ✓ Experienced with 3D scan body scan data
- ✓ Producing realistic renders in a variety of software – mainly Keyshot
- ✓ Fabric simulation software

Technical Skills IDDN

- ✓ **Drawing skills** – Sketching and freehand drawing ability is good. Fast, fluid and loose to get concepts across. Can also produce considered renders
- ✓ Create, read and interpret engineering drawings and sketches digitally and physically
- ✓ **Model making** – Great model making ability in foam, resin, casting, fibreglass and MDF
- ✓ Advanced with digital technologies, including file prep and operation of: laser cutting, CNC, routers, 3d printers
- ✓ **Problem-solving skills** - able to analyse a problem and produce a creative solution

Social/Essential Skills IDDN

- ✓ **Communication skills** – Clear, confident speaker with great presentation
- ✓ **Time management skills** – Working effectively to deadlines
- ✓ **Workplace skills** – Friendly, fun, and positive personality that is easy to connect with
- ✓ Adaptable to social environments
- ✓ Clean, hygienic and respectful dress attire
- ✓ Considerate, tidy and organised
- ✓ **Entrepreneurial skills** – involved in initiating and developing small-scale business and producing actual products or services to sell
- ✓ Report writing (researching and understanding a detailed brief)

Software

<i>Proficient in:</i>	<i>Experience with</i>	<i>CNC/laser/3d print software</i>
<ul style="list-style-type: none"> • Zbrush 4r8 • Modo 801 • Rhino 5 + plugins • Keyshot 6 • Solidworks • Adobe suite • Office suite 	<ul style="list-style-type: none"> • Maya • Marvellous Designer 3 • Blender • Various open source software <p>Computer literate – fast learner</p>	<ul style="list-style-type: none"> • 3D printing – FDM,SLS,SLA,Form1+, and tolerances/limitations • Cut2D – CNC router • Coraldraw & Illustrator – laser cutter • Rhino – CNC, laser cutter

Most relevant projects, employment and experience IDDN

2016	Cirque Du Soleil International Headquarters Invited Artisan, Montreal, Quebec, Canada Demonstrations and presentations to costume department on how to adopt 3D modelled assets for their production process to save time, cost and material.	3D prints, 3D modelling, Virtual reality, Consulting, Presentations, Powerpoint, Lasercutting, Created an installation in main thoroughfare.
2016	Sponsorship - Air New Zealand and World of Wearable Arts Create a garment through Virtual reality that celebrates the partnership between WOW and AirNZ. By incorporating 3D scans from NZ locations into the garment.	Sent around NZ with a 7 piece film crew to create three videos plus more social media campaign. 3D prints, 3D modelling, Virtual reality First video Second Video Final video
2015-16	Thunderbirds Vehicles <i>Pukeko pictures\Weta workshop</i> 3D printing vehicles and characters for tv series	Resolving animation 3d models into 3D printable files. 3D printing in various scale depending on shots. Incredibly fast and efficient turnaround. Hero, and secondary models with appropriate consideration for modelmaking teams.
Cirque du Soleil award. Technology award. Third place Open section winner.	World of Wearable Arts 2016 Open section – Digital Stealth Gods	3D printing, 3d scans, lasercutting, LED's, Arduino, Self balancing technology, Parametric design
Jan 2011 – Dec 2012 Fulltime contract	Exhibition design work <i>Te Ahu Birds</i> Designer, 3d modeller, laser cutter operator,	Design, create, and compile layout of birds for efficient installation in museum atrium.

	fabricator, installer HD	Optimising processes. Laser-cut, heat formed, strung and tested. 124 birds made
	Library Installation <i>Kauri Tree</i> HD	Large scale mould, expanded foam in large silicone moulds, Installation on site
	Museum installation <i>Blue Whale heart</i>	Large scale poly sculpting, fibreglass work
	Costume design <i>HD/3Foot7</i> Leather work, 2D vector work, file prep	Peter Jackson's 'The Hobbit' feature film series. Laser work with costume design department.
Sep 2013 – recently Independent contractor	NyukNyuk Ltd - Modeller 3D game ready assets for apps Freelance 3D printing – A number of clients 3D modelling – Large set of one off clients Clients including: Resene, Whittakers, Tuatara, Panhead	Interpret 2D sketches into 3D models for game ready assets Modifying Solidworks files to optimise for printing on FDM 3D printer.
Mar – July 2013 Independent contractor	Resn – <i>CG Artist, modeller</i>	3D concept/environment designer/modeller Collaborating with credited web/game developers
Jan 2011 – Dec 2012 Fulltime contract	Human Dynamo Ltd – <i>Model making, Industrial Design</i> Museum exhibition design. Rhino, Cut2D, Adobe suite	Laser-cutting components and providing more efficient and accurate solutions for 3Foot7 costume department – Leather Embossing stamps and more Costume components, 3d models for CNC. File prep for large scale props for feature films.
2015-16	Stonstrong highway blocks Designer 3 metre Highway liners Solidworks, Zbrush	Using 3D scans of US rock to convert into machinable moulds for Highway liners. Recreating existing blocks and converting to 90 degree corner blocks
Second place Winner	World of Wearable Arts 2014 Weta Workshop - Kingdoms of the East	3D printing, laser cutting, Electronics, E-smoke mechanism etc
New Zealand Design Award Winner	World of Wearable arts 2013	3D scanning, 3D printing, Laser-cutting, Digital fabric, digital mannequin
Finalist	World of Wearable arts 2012	Finalist
<i>References available</i>		

Career Highlights

- ✓ Invited artisan to Cirque Du Soleil International Headquarters, Montreal
- ✓ Sponsorship 2016 by Air New Zealand and World of Wearable Art Campaign.
- ✓ Feature film props design in The Hobbit, Thunderbirds, Fresh Meat and Spartacus series
- ✓ Experienced in prototyping for commercial industry including the film, food and industrial
- ✓ Working with and learning from esteemed prop designers
- ✓ Multi award winning costume designer for World of Wearable Arts including, Weta workshop, Cirque du Soleil, Open sections, Technology award, New Zealand designer award.
- ✓ Revamped 3D printed jewellery line in stores
- ✓ Skateboard line stocked in stores

✓ A talented and driven designer with a confident career outlook

Dylan Mulder

Industrial Designer

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