

Kelly May

I am a 3D designer with a background in industrial design. My passions include digital innovation and computational design.

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Website -

www.kellymay-design.com

EXPERIENCE

Farylrobin Footwear, New York, NY — *Innovation Tech Strategist*

May 2023 - PRESENT

Manage the 3D development onboarding process for all junior designers. Manage the 3D footwear sample request process and assist with 3D modeling when needed. Create and update SOPs for digital innovation processes. Develop new workflows and prototypes surrounding technology advances such as generative AI, AR, VR, and extended-reality.

Farylrobin Footwear, New York, NY — *3D Innovation Intern*

January 2022 - April 2023

3D Model and render footwear concepts. Oversaw the collection of digital assets. Manually built digital materials. Researched and developed new technological workflows. Build scalable 3D SOPs for the supply chain. Implemented 3D training resources and carried out training programs.

Tapestry, New York, NY — *3D Product Development Intern*

June 2021 - August 2021

Assisted with the creation, modification, and execution of 3D assets for prototyping and visualization for ***Coach, Kate Spade, Stuart Weitzman***. Validated 3D hardware assets for production. Updated color and material libraries in Modo. Aided the team in assessing current technological and innovative approaches to digital product creation.

Fossil, Dallas, TX— *Watch Design Intern*

January 2020 - April 2020

Sketched and rendered designs in Adobe Illustrator. Created colorways and technical drawings for factory production. Communicated with factories overseas for technical development. Collaborated with other in-house designers to create trend reports. Designed watches for spring and summer 2021 collections

EDUCATION

University of Cincinnati, Cincinnati, Ohio — *B.S Industrial Design*

August 2018 - April 2023

Graduated with Magna Cum Laude Honors and participated in youth camps teaching design skills.

Hilliard Davidson HS, Hilliard, Ohio — *High School Diploma*

August 2014 - April 2018

Graduated with honors and award recognition for my creative photography.

SKILLS

3D Printing, CNC Milling, Woodworking, Laser Cutting, Clay Modeling, Hand sketching, UV mapping, Material Scanning, Texture Map Creation, Technical Drawings, 3D Modeling, 3D optimization, Digital world building

SOFTWARE

Modo, Rhinoceros 3D, Fusion 360, Adobe Substance Sampler, Adobe Substance Painter, Adobe Illustrator, Adobe Photoshop, Seddi Textura, Vizoo, Gravity Sketch, Twinmotion, Unity

PROJECTS

Revelations — *Capstone*

An analysis into the future relationship of artificial intelligence and design. Check out the project on behance - <https://www.behance.net/gallery/167831841/revelations>