

**Ashley Regyn Lewis**  
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Well-rounded designer and sculptor with experience in both 2D and 3D product development. Responsible for product design, digital sculpting, concept development, and coordination with large Fortune 500 companies as well as small to medium-sized companies. Experience with the development of graphics for large-scale productions for licensed companies such as Sesame Street Live, Disney on Ice, Jurassic Park, and more. Seeking to apply creative passion in a design-based role.

## **EDUCATION**

Bachelor's of Arts, 3D Design Aug 2011 - May 2016  
Laguna College of Art & Design, Laguna Beach, CA

## **EXPERIENCE**

*Logistics and Packaging Supervisor* *Mar 2020 - Present*  
*LFF INC, Largo*

- Management of photography department
- Enhanced communication skills by enabling collaboration between departments
- Articulate marketing needs to the photography department
- Organize products to maintain effortless production between departments
- Maintaining vital paperwork using strong organizational skills to translate information to departments
- Oversee logistics of incoming and outgoing packages

*Studio Production Designer* *May 2019 - Mar 2020*  
*Feld Entertainment, Palmetto, FL*

- Maintained and organized documents for Show Bible used for both in-house and traveling shows
- Created graphic elements from concept development to props/decals to be used in various shows including large scale backdrops based off of technical specifications
- Assisted Art Director with White Model development
- Created visualization for the overall look of various shows
- Outsourced custom scenic elements when needed
- Collected and maintained scenic elements for all shows
- Assisted with the conceptual process throughout scenic fabrication
- Printed custom vinyl for scenic props as well as custom vinyl stencils for the paint department

*Product Development and Production Liaison* *Dec 2017 - Aug 2018*  
*AREO Inc., Irvine, CA*

- Assisted in the coordination of product development and manufacturing plans with vendors overseas
- Oversaw sample production of a prototype for a Fortune 500 company
- Coordinated with the Product Management team to maintain close attention to detail with the quality control and resolutions
- Brainstormed projects with mood boards and concepts to achieve direction of future production
- Created both 2D and 3D renderings of concepts to scale from concept to completion
- Maintained spreadsheets and documents for the Jewelry and Product lines

*Freelance 3D Sculptor*

*Aug 2016 - May 2020*

*Hallmark (Guidant Group), Remote, CA*

- Collaborated with team to increase the success of the development of various prototypes based on 2D concepts being translated to solid 3D objects
- Managed workflow to ensure deadlines are achieved
- Hand-painted materials and textures for 3D models
- Performed quality checks
- Developed various sculpts such as vehicles, objects, and characters to be mass printed for the "Collectible Keepsake Ornaments"
- Utilized Zbrush for rapid prototyping 3D prints prior to mass production

**SKILLS**

Zbrush, Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Photo Retouching, Large Scale Set Design, Prototyping, Design, Product Design, Modeling, Autodesk 3DS Max, 3D Coat, AutoCAD, Microsoft Suite, Google Suite, Social Media, Humor, Analytical problem-solving, Teamwork, Brainstorming, Vendor Coordination, Mac/PC proficient