Mary Scott

maryscott.design

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Work Experience

Hasbro, Inc.
Toy and Game Company
September - December 2023
Designer / Sculptor / Model Maker
Build 3D models in ZBrush and Onshape for toy prototyping. Design and incorporate electronics and mechatronics into toy sculpts. Develop a mesh to NURBs workflow for sculptors and engineers. Render toy concepts in Photoshop and Blender for product pitches. Work on brands including: Play Doh, Star Wars, Peppa Pig, Furby, and Transformers.

Eleventyplex
3D Product Development / Digital Sculpting Studio
February - June 2023
May - August 2022
Designer / Sculptor
Sculpt 3D assets in Zbrush for toys, animatronics, and props. Create planar or ball jointed articulated figures. Adjust assets to adhere to manufacturing needs. Create decimated STLs and OBJs for final factory reference. Stylize products to fit within client branding. Revise sculpts based on client feedback. Gather reference and research for sculpting preparation.

DAAP Rapid Prototyping Center
Makerspace
August - December 2021
January - April 2021
Technician / Lab Assistant
Assist students with machinery - laser cutters and 3D printers. Direct students to best prototyping methods. Operate and repair 3D printers - FDM, SLA, Powder. Program and run CNC machines. Finish and step sand prototypes for display. Create NURBs model in Rhino 5.

Education

University of Cincinnati DAAP
Bachelor of Science in Industrial Design
Class of 2024
3.9 GPA
Dean's List
Participating in the Professional Practice Program, alternating semesters of classroom study with work in the field of design.

Universität Wuppertal
International Exchange in Germany

September 2022 - February 2023

Participated in classes and studios in Germany. Studio sponsored by a local German company.

Skills

Digital. Adobe Photoshop. Illustrator. InDesign. **Rhino 7 Surfacing. Zbrush SubD and Sculpting. Onshape.** Keyshot 11. Blender. Autodesk PowerMILL.

Design. Sketching Wacom Intuos. Laser Cutting. 3D Printing SLA, FDM. CNC Milling and Programming. Model Making. Prototyping. Painting. Finishing.