

Amanda Robles

3D Artist & Fabricator

 MCKINNEY, TX 75072

 +1-212-203-7927

 AMANDAROBLES27@YAHOO.COM

WORK EXPERIENCE

Exhibit Designer

THE TRADE GROUP | GRAPEVINE, TX
2022-Present

TTG is a creative design firm that creates award-winning exhibit designs, events, and environments for various industries.

- Design and develop trade show booths, interiors, and events for high-profile clients, ensuring visually impactful and functional spaces.
- Utilize **Cinema 4D** and **VectorWorks** to create detailed 3D models, technical drawings, and visualizations, ensuring the accurate execution of designs.
- Managing projects with budgets ranging from **\$25,000** to **\$300,000**, balancing vision with cost-appropriate solutions.
- Collaborate with internal teams to ensure the timely delivery of projects, meeting client's and show deadlines.
- Work closely with clients to determine finishing touches, such as graphics and material finishes.

UTDesign Studio Assistant Manager

UT DALLAS | RICHARDSON, TX
2020-2022

UTDesign is the senior capstone program at the Erik Jonsson School of Engineering and Computer Science.

- Managed fabrication services for the UTDesign Studio, providing students with expert guidance on **3D printing**, **laser cutting**, **power tools**, and **shop equipment**.
- Coordinated with student teams to help bridge complex designs to functional prototypes to marketable products.
- Oversaw the maintenance and operation of various fabrication tools and technologies.
- Trained and supervised student workers, to help with the daily operations of UTDesign Studio.
- Reviewed and optimized **CAD files** to ensure accuracy before sending them for **digital fabrication**.

MY PROFILE

Creative and detail-oriented designer with a background in exhibit design, interactive installations, and themed fabrication.

Experienced in transforming ideas into visually compelling and functional designs, with a passion for creating innovative solutions that align with client goals. Skilled in 3D modeling, spatial design, and project management, with a proven ability to work within strict budgets and timelines.

TOOLS

- Adobe Creative Suite
- Cinema 4D
- VectorWorks
- Blender
- SketchUp
- Mac & Windows OS

SKILLS


- Prototyping & Fabrication
- Spatial & Immersive Design
- 3D Modeling & Technical Drawing
- Creative Concept Development
- Architectural Visualization
- Themed Design

WWW.AMANDAROBLES.COM

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WORK EXPERIENCE

Makerspace Assistant (Temp)

COLLIN COLLEGE | FRISCO, TX
2019-2020

Collin College offered makerspaces in many of its campus libraries. A makerspace is a multifunctional workspace with tools and technologies that encourage individuals to design, prototype, and fabricate projects.

- Managed daily operations of the space, providing students and faculty with resources to bring creative ideas to life.
- Provided training on **fabrication equipment** and **CAD software** to promote a culture of creative exploration.
- Assisted in the design and production of student-led projects
- Responsible for managing the Makerspace's annual budget, ensuring that funds were allocated effectively to daily ops, workshops/events, and acquiring fabrication technology.

Fabrication Artist

TAYLOR FOAM | OKLAHOMA CITY, OK
2017-2019

Taylor Foam specializes in creating custom foam products for a variety of industries, including themed entertainment, construction, and signage.

- **Fabricated** and installed large-scale **themed environments**, props, sculptures, and signage, adhering to high standards of craftsmanship and creativity.
- Worked from technical drawings & blueprints to accurately assemble and produce various elements for installations.
- Collaborated with the creative team to ensure all client demands were met, contributing to the design and production process from concept to completion.
- Utilized various tools and materials to shape and finish foam-based projects, ensuring structural integrity and aesthetic quality.

EDUCATION

B.F.A. Studio Art

University of North Texas | Denton, TX
Year 2012-2016

CERTIFICATION

Intermediate 3D Animation

C4D Ascent by the School of Motion
Credly by Pearson
Year 2024

Exhibit Design

Pratt Institute
Year 2021

NOTABLE PROJECTS

Artist Team Member (Contract)

FACTORY OBSCURA | OKLAHOMA CITY, OK
2017-2019

Factory Obscura is an Oklahoma City-based art collective creating **immersive experiences** that awaken wonder, build community, and make the world better.

MIXTAPE

Sept 2019- Present

BEYOND

Sept 2018- Jan 2019

SHIFT

Nov 2017- Feb 2018