Phillip Furman

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SUMMARY

Senior 3D design and visualization professional with 14+ years of experience translating concepts, sketches, and creative direction into high-fidelity digital products and compelling visual experiences. Experienced across apparel, automotive, real-time engines, and sketching. Strong ability to bridge creative design intent, technical execution, and real-world manufacturing considerations.

EXPERIENCE

3D Designer — Kontoor Brands *12/2017 – Present*

Global lifestyle apparel company (NYSE: KTB) known for the Wrangler and Lee denim brands.

- Partner directly with designers during concept development to translate ideas and creative direction into 3D assets used for review and decision-making prior to physical sampling, cutting sample-development time by 30% and reducing physical sample requests by 15 per season.
- Built and maintain a digital fabric and material library of 500+ materials, improving visual realism for design teams and cutting material-sourcing lookup time by 40%.
- Define and maintain 3D design workflows and visual standards adopted across 5 teams / 20+ designers, simplifying onboarding (cutting new-hire ramp time by 2 weeks) and improving cross-team consistency.
- Produce high-impact 3D renderings and presentation visuals for executive reviews, supporting 50+ product decisions per season and translating complex design concepts into compelling visual narratives for non-technical audiences.
- Collaborate with technical design and production teams to balance creative direction with manufacturing constraints, helping maintain design intent through development on 200+ styles per year.
- Champion adoption of emerging 3D design tools and techniques, mentoring 6 designers and supporting team-wide best practices.
- Drove expansion of 3D capabilities companywide by presenting new use cases, resulting in adoption by 3 additional teams/departments.
- Create production-ready art and tech packs for 200+ styles annually, supporting on-time delivery to manufacturing partners.

3D Surface Modeler — Pixlhut *12/2016 – 07/2017*

CGI and 3D visualization studio delivering surfacing, modeling, animation, and retouching services for automotive and marine industry clients.

- Translated sketches, photography, and CAD data to create data-accurate 3D models for 25+ client projects.
- 3D-scanned clay sculptures, footwear, and automobiles; processed and cleaned scan data, rebuilding geometry as needed to meet production tolerances.
- Partnered directly with studio leadership to maintain visual tone and quality standards across all client deliverables.

3D Modeling Specialist — 3Dexcite *09/2012 – 03/2016*

Dassault Systèmes brand delivering high-end 3D visualization software and CGI services for automotive marketing and design review.

- Developed optimized, real-time-ready 3D assets for interactive visualization, balancing visual fidelity with performance requirements across 40+ projects.
- Refined and prepared 3D assets for downstream visualization and production workflows, reducing rework by 20%.
- Translated raw CAD data into “soft” poly meshes for 30+ automotive assets used in client-facing visualization.

SKILLS

3D Software: Autodesk Maya, Browzwear V-Stitcher, Ned Graphics

Rendering & Visualization: Digital rendering, lighting and texturing, 3D animation, Substance Painter/Designer

Adobe Creative Suite: Photoshop, Lightroom, Illustrator, InDesign

AI Tools: ChatGPT, Midjourney, Claude, Copilot

EDUCATION

Bachelor of Science, Simulation, Animation, and Gaming

Eastern Michigan University — 2007 – 2012