

# JESSE ZRYB

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## SUMMARY

A multi-disciplinary designer with a background and training in architecture. Extensive experience with environmental, exhibit, experiential, event, retail, and product design. Thrives in fast paced work environment and able to collaborate with many different parties. Experience working with diverse group of brands. Able to work in wide range of styles and scales. Creative problem solver with strong communication skills.

## EDUCATION

New Orleans, LA  
08.2003 - 05.2008

### TULANE UNIVERSITY

- Master of Architecture (Tulane School of Architecture '08)
- Bachelor of Architecture (Tulane School of Architecture '08)
- Minor, Business (A.B. Freeman School of Business)
- Distinguished Scholars Award - Merit Scholarship
- Member of Alpha Epsilon Pi Fraternity

## SKILLS

DIGITAL  
(Mac & PC Proficient)

Photoshop  
Illustrator  
InDesign  
AutoCAD

Rhino  
3D Studio Max  
Vector Works  
Cinema 4D  
SketchUp

Word  
Excel  
Power Point  
Keynote

PHYSICAL

Photography  
Site Documentation

Drawing  
Sketching  
Painting

Installation  
Site Supervision

## EXPERIENCE

### **Multi-Disciplinary Designer**

New York, NY  
12.2016 - 04.2017

### FREELANCE

- Served as Project Manager for The Factory helping produce and oversee production drawings for events, exhibits, and installations.
- Created 3D and 2D drawings from scratch for Quest Events, The Originators, and This Is Lester using Rhino and Adobe Creative Suite.

### **Senior Designer**

New York, NY  
12.2015 - 12.2016

### RIPCO

- Worked with team of designers, architects, and brokers to create material to aid in sale and rental of high-end retail properties.
- Designed before and after renderings of existing properties to help in visualization of brands within the prospective spaces.
- Created high quality presentation material containing custom maps, graphics, photography, and renderings.

### **Designer**

New York, NY  
08.2013 - 10.2015

### FOURTH WALL EVENTS

- Worked with events, sales, and production teams, as well as clients, to visualize and communicate ideas from rough concepts to fully conceived designs.
- Responsible for creation of design concepts and documents including site documentation, 3D renderings, dimensional drawings, production drawings, branding, prints, and other graphic material.
- Created new modular product called FormSet which gained instant industry recognition and became its own company focused on light weight scenic rentals and production.

## **EXPERIENCE**

### **Intermediate Architect**

Brooklyn, NY  
05.2013 - 08.2013

#### **DOME VOYAGERS, LLC**

- Assisted in management and development of renovated multi-story building in Manhattan, and conversion of landmark bank to event space in Brooklyn.
- Created drawing sets and other required documents using AutoCAD.
- Researched and selected vendors for various tasks related to each building.

### **Designer**

New York, NY  
08.2009 - 05.2013

#### **MOSS EVENTS (FORMERLY PINK INC.)**

- Designed tension structures and sculptures used for events, exhibitions, festivals, and installations worldwide.
- Created digital environments and renderings to visualize projects using 3D Studio Max, Rhino, and Adobe Suite.
- Supervised and documented site visits and installations of projects throughout the United States.
- Managed company website and blog and assisted with social media.
- Created marketing material through both digital and print media.

### **Intern Architect**

Tel Aviv, Israel  
02.2009 - 07.2009

#### **STAV ARCHITECTS**

- Aided in development and 3D visualization of several projects using Google Sketch Up and Adobe Suite.
- Organized and developed project catalog and accompanying templates.

### **Junior Architect**

New York, NY  
08.2008 - 12.2008

#### **KOSSAR + GARRY ARCHITECTS**

- Managed multiple projects in various stages of design and construction.
- Interacted with clients and vendors in order to ensure project efficiency and satisfaction.

### **Graphic Designer**

New Orleans, LA  
05.2006 - 01.2008

#### **TIPITINA'S**

- Designed posters and other promotional material for various concerts and events using both manual and digital graphic design techniques.

### **Intern Architect**

New York, NY  
5.2007 - 8.2007

#### **GENE KAUFMAN, ARCHITECT, P.C.**

- Drafted architectural, electrical, plumbing, and mechanical drawing sets for hotels and residences in NYC.
- Refined AutoCAD and plotting skills.

### **Design**

#### **Development**

New Orleans, LA  
08.2006 - 12.2006

#### **TULANE URBANbuild**

- Participated in design and development of six prototypes for affordable and sustainable housing in areas devastated by Hurricane Katrina.
- Surveyed neighborhoods in order to design feasible housing strategies.
- Coordinated marketing strategies and proposal presentation boards.

New York, NY

New Orleans, LA  
5.1998 - Present

#### **FREELANCE ARTIST**

- Designed and painted over 100 pieces using acrylics, oils, and watercolors techniques.
- Developed and enhanced photography that has been contributed to several sources both digitally and via print.

## **PUBLICATIONS & AWARDS**

07.2011

#### **SHAPIRO FAMILY FELLOWSHIP**

- 17 day trip to Israel connecting with leaders in design and architecture.

01.2011

#### **THE SPECIAL EVENT**

- Most Creative Booth Award for designing Pink's 20' x 30' "Powerstation"

07.2010

#### **IMMERSIVE DESIGN: A FESTIVAL EXPERIENCE**

- Published through LAP Lambert Academic Publishing.
- Graduate thesis investigating temporary live events and how to use design to engage with an audience.