

JESSE ZRYB

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SUMMARY

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 collaborative 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.

SKILLS

DIGITAL
(Mac & PC Proficient)

Photoshop
Illustrator
InDesign
AutoCAD

Rhino
3D Studio Max
SketchUp
Vector Works
Cinema 4D

Word
Excel
Power Point
Keynote

PHYSICAL

Photography
Site Documentation

Drawing
Sketching
Painting

Installation
Site Supervision

EXPERIENCE

**Senior
Production Designer**
New York, NY
08.2017 - Present

ARSENAL NEW YORK

- Manage creation and design of retail and experiential environments for fashion brands, retail stores, event agencies.
- Work with client to conceptualize, render, and produce wide range of projects.
- Oversee team of designers to ensure that all drawings and design deliverables are produced promptly and accurately.
- Interact and design drawings with vendors of all trades in order to facilitate production of projects.
- Produce build and installation drawings to be used during production and on site.
- Manage creation and design of retail and experiential environments.

Designer
New York, NY
12.2016 - Present

FREELANCE

- Created drawings and presentations for Lead Dog Marketing, Quest Events, Roots3 Productions, and This Is Lester using Rhino and Adobe Creative Suite.
- Served as Project Manager for The Factory helping produce and oversee production drawings for events, exhibits, and installations.

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

New York, NY
06.2013 - 08.2013

Designer

New York, NY
08.2009 - 05.2013

Intern Architect

Tel Aviv, Israel
02.2009 - 07.2009

Junior Architect

New York, NY
08.2008 - 12.2008

Graphic Designer

New Orleans, LA
05.2006 - 01.2008

Design Development

New Orleans, LA
08.2006 - 12.2006

New York, NY
New Orleans, LA
05.1998 - Present

EDUCATION

New Orleans, LA
08.2003 - 05.2008

PUBLICATIONS & AWARDS

07.2011

01.2011

07.2010

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.

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.

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.

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.

TIPITINA'S

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

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.

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.

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

SHAPIRO FAMILY FELLOWSHIP

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

THE SPECIAL EVENT

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

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.