



# Nicholas Koscinski

3D Designer & Artist

Warsaw, Poland

[Portfolio link](#)

[Portfolio file](#)

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## Links

[Website](#) [LinkedIn](#)

[Instagram](#)

## Languages

English (Native)

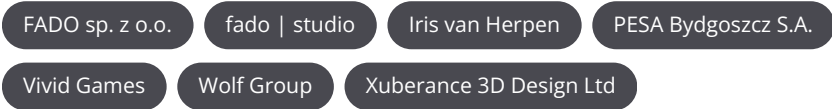
Spanish (Basic)

Polish (Native)

## About

I am a designer and 3D artist from Poland focused on utilizing future technologies within his art and design. Currently I'm a Design Manager at Wolf Group where I supervise a growing 3D art team working with advanced photogrammetry technology and robotic 3D printing. In 2022 I collaborated with Iris Van Herpen as a 3D artist working on four 3D printed dresses and the Ars Armoria heels for the Metamorphism collection presented in Paris. Previously I was a Senior Designer at Xuberance 3D Design Ltd where I had gained extensive experience in the design of 3D printed, end use products and prototypes using a wide variety of AM technologies such as SLA/DLP, FDM, SLS, DMLS, Stratasys Color 3D Printing, Solidscape/DWS, Ceramic Printing, Big Rep and more. Before joining Xuberance I worked as a Lead Designer at TIUM which was a jewelry brand using titanium 3D printing for all of their collections. I also worked with several other international clients and even made headlines with 3D printed hair accessories in India. During my professional career I have designed approximately a 1000 + individual 3d printed products, ranging in scale from jewelry to small architecture. Portfolio: <https://www.behance.net/NicholasKoscinski>

### BRANDS WORKED WITH



## Experience



### 3D Design Manager

Wolf Group | Jan 2022 - Now



### 3D Artist

Iris van Herpen | Jan 2022 - Jul 2022

As a freelance 3D artist I have had the amazing opportunity to collaborate with IVH, working on several looks for the "Metamorphism" Collection. The result of the collaboration were four 3D printed dresses and a pair of 3D printed shoes. More information can be found on my social media accounts and in my portfolio.

### Product Designer

Xuberance 3D Design Ltd | Oct 2018 - Dec 2021

Senior Designer of various small and large scale 3D printed products ranging from jewelry to small architecture and art installations.

### Designer

fado | studio | Mar 2018 - Oct 2018

Product design for DMLS technology. <https://www.fadostudio.com/>



### 3D Graphic Artist

Vivid Games | Mar 2018 - Oct 2018

### Industrial Designer

FADO sp. z o.o. | Apr 2016 - Mar 2018

<http://www.fado.info/>



### Freelance 3D/2D Artist

Vivid Games | Oct 2015 - Dec 2015

Commissions for 3d assets and texturing



- **Junior 3D Artist**

Vivid Games | Aug 2015 - Sep 2015

3D assets and texturing for "Real Boxing 2 Creed"



- **Junior 3D Artist**

Vivid Games | Jun 2014 - Sep 2014

3D Assets and texturing for "Real Boxing 2"



- **Trainee**

PESA Bydgoszcz S.A. | Aug 2013 - Sep 2013

In 2013 I have had an opportunity to get an internship at PESA in the design department, where I learned about train design and improved my skills in Solidworks.