



GRANT FOWLER

Designer - 3D Modeler- Project Manager

About Me

Multidisciplinary creative with experience in 3D modeling, project management, and narrative design. Focused on creating immersive experiences and innovative design solutions.



985-264-2239



grantfowler2032@gmail.com



Windermere, FL

Portfolio Sites

- <https://grant-fowler-designs.webflow.io/>
- www.sketchfab.com/wed-designs

Expertise

- Project Management
- 3D Design
- Product Design
- Conceptualization
- Diverse Knowledge
- Quick Study
- Adaptability
- Research & Dev
- Presentation Skills
- Problem Solving

Experience

3D Designer

2020 - Present

Designed and developed props, furniture, products, and more for clients in various fields from engineers and designers to producers and medical professionals. Created highly detailed and precise models for use in rendering, 3D printing, and manufacturing.

Web Designer- Freelance

Apr 2016-Present

Developed and maintained websites for a variety of clients, handling design, layout, UI/UX, and front-end development. Collaborated with clients to translate concepts into polished, interactive digital designs.

Concept Designer- ITV Motors

2015-2020

Designed and developed electric vehicle prototype while managing a small team. Created concept art, models, advertisements, and blueprints for design. Researched and developed prototypes of groundbreaking technology. Pitched the project to several investors, companies, and even the local news, successfully funding the construction of a prototype.

Artist- Celebration Farmer's Market

2018-2020

Created, hand-painted, and finished 3D models for sale, demonstrating attention to detail, craftsmanship, and artistic skill. Interacted directly with customers to understand preferences, provide personalized service. Handled sales transactions, inventory, and display setup, maintaining an organized and professional booth environment.

Teacher- HoloDev101

2018-2020

Taught a Mixed Reality Development training program that focused not only on the programming required to make MR applications, but also how to make meaningful high quality experiences in on the Microsoft HoloLens.

Education

Florida Institute of Technology

Software Engineering/Business Management
2016-2018

Saint Paul's School

High School Degree
2011-2016



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Other Skills

- Programming
- Website Design
- Prototyping
- Metalworking
- 3D Printing/Printer Maintenance
- Drawing/Artwork
- VR Modeling/Sculpting
- Troubleshooting
- Story Writing
- Attention To Detail
- Model Painting
- Prop Design
- Concept Art

Software Proficiency

Office Suite	
Autodesk Suite	
Blender	
Adobe Substance	
Photoshop	
Procreate	
Photogrammetry	
Sketchup	

Work Examples

Product Design

Freelance Client (Music Producer)

2024

- Designed an aesthetically pleasing modular desk with built in music production equipment
- Collaborated with client to create a product with their exact needs.
- Created diagrams with detailed measurements for manufacturer.

Product Design

Freelance Client (Medical Training Institute)

2024

- Created a 3D-printable skull and separate brain mold from scan data to be used for brain surgery practice in a medical school.
- Collaborated with medical expert to ensure re-usability while maintaining accuracy.
- Provided a fully printable prototype in under one week.

Research & Development

ITV Motors

2016

- Designed and developed a three-wheeled electric vehicle featuring an array of innovative products including a unique safety system design, a graphene-based power system, and an AI-driven voice interface. Led all aspects of product development, from initial concept and design to prototyping and testing.

Innovative Design

Personal Projects

2025

- Created a lifelike model of a human face using 3D scan data in under two weeks with no prior experience.
- Successfully converted various unused concept arts into photorealistic, visually accurate 3D Models.
- Created storylines, diagrams, art, scripts, and more for concept attractions.