

Maxwell Carrier

3D Designer | Stylized Characters, Collectibles & Product Design

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3D Designer with 5+ years of experience designing stylized characters, collectibles, and proprietary product assets for physical manufacturing and digital presentation. Strong background in organic and hard-surface sculpting, stylized anatomy, and production-ready workflows. Experienced in translating 2D concepts into finished 3D models, preparing files for manufacturing and 3D printing, and collaborating with clients and production partners to deliver retail-ready merchandise.

EXPERIENCE

3D Designer | Munkmade

January 2020 - Present

- Designed and developed stylized 3D characters, collectibles, and hardline product assets for licensed and branded merchandise.
- Interpreted 2D designs, sketches, and brand direction into finished 3D models using both organic and hard-surface techniques.
- Prepared clean, optimized, production-ready meshes for prototyping, presentation, and manufacturing, including file preparation for 3D printing.
- Collaborated with clients, licensors, and production partners to address manufacturability, proportions, construction methods, and material considerations.
- Responded to production and factory questions by adjusting geometry, scale, and technical details throughout the development process.
- Produced high-quality 3D renders, turnarounds, and presentation assets for buyer reviews and internal approvals.
- Managed projects end-to-end, balancing creative intent with technical requirements, timelines, and stakeholder feedback.

Graphic Designer | Munkmade

January 2017 - Present

- Created motion graphics, logos, and supporting graphics aligned with product design, brand guidelines, and retail presentation standards.
- Collaborated with clients to translate creative direction into clear, production-ready visual assets.
- Supported 3D projects with complementary graphic design, motion graphics, and presentation materials.

EDUCATION

Graphic Design (BFA Coursework) | Kean University
Liberal Arts & Sciences, AA | Ocean County College

October 2015 - May 2018
October 2013 - October 2016

CORE SKILLS

- Stylized Character & Creature Sculpting (Organic + Hard Surface)
- Interpreting 2D Concepts into Finished 3D Assets
- 3D Modeling for Manufacturing & 3D Printing
- Collectibles & Toy-Ready Design
- Production Iteration & Factory Communication
- Product Visualization & Buyer Presentation Assets

TOOLS

- **3D:** Blender, Substance Painter 3D
- **Adobe Creative Suite:** Photoshop, Illustrator, Lightroom, After Effects
- **Video / Motion:** DaVinci Resolve

RECOGNITION

NYC Winter Film Awards – Official Selection / Recognition

February 2024