



Nico Monterosso

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Prop Modeller + 3D CAD Modeller

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Experience

2023 +
2024

Prop Modeller + Hero prop standby

Venom 'The Last Dance' - Sony Pictures - HOD Gavin Jones

◦ Designed the hero prop 'venom test tube' docking station and led a team to make multiple hero and stunt versions - also wired up LEDs inside and was standby for shoot, built various other props such as weapons and military scanner (more detail to follow when film is out)

2023

Prop Modeller + Standby Props

The Sandman S2 - Netflix + NLS Fabrication

◦ 3D CAD Modeller + Design development + metal fabrication design for the free floating 'Throne Room Staircase'. Manufactured by NLS.

2023

Prop Modeller + Standby Props

Ghostbusters 'Frozen Empire' (Firehouse) - Sony Pictures - HOD Ben Hall

◦ Made an accurate version of the 1984 'Containment Unit' and a copy for SFX version + accurate basement light fittings, designed and made the internals of the new 'Multi-trap Lab Containment Unit' + led team to help with repeat construction. Designed the drone trap dome wireless open/close electronics system + standby for Ecto-1 sewer dragon shoot, part of the 'Neutrons Wand hero prop team' + made an instruction sheet. Designed/made/installed the new updated ECTO-1 interior glovebox/ air vent, 3D modelled and printed the front housing for the new 'wrist mounted Neutrons Wand', designed and made the interior of the 'yellow ionic separator containment unit', designed and made the new Ghost trap and Pedal 'Ecto-Z' van mounts. designed/made/installed the new 'Ecto-C' switch mount, designed/made/installed the 'police radio unit' with matching speaker design and was standby props for the 'Ecto-C' motorbike scenes.

2022

3D Prop Modeller

'Loki Season 2' - Marvel Studios - HOD Craig Narramore, Asst. HOD Andrew Ainscow

◦ Concept model breakdown to Modelling to manufacturing and draughting/technical drawing
◦ Led the team to construct the 6m long 'Temporal Loom' hero prop, the 18m Dia 'Probe Launcher' and the 5 hero 'Probes', including the 'Throughput Multiplier'
◦ Hands-on in the workshop + managing 3D Printers

present
(since
2014)

Art Director + Freelance Industrial Designer

Immersive Experience creation & design for theme-parks, museums, retail and the leisure industry

National Space Centre (and other large scale projects + family entertainment centres)

◦ Art Director for 'Tharsis One Launch Vehicle' and also concept artist, created technical drawings, organised manufacturing/set build and was hands on with the on-site build for the 18 month long project at the National Space Centre.
◦ Created technical + structural drawings + graphics for all 1:2 scale Red Arrows for Blackpool Pleasure Beach ride, was part of the build team in the workshop.

2017-2018

Special Operations Designer

International retail design and display, specialising in the watch, jewellery and accessories sector

◦ Mechanical & motion design using stepper motors, linear rails, balls screws, driver boards and sensors to concept displays that visitors could interact with.
◦ Employed as the first 'Special Operations Designer'. to push the boundaries and innovation of retail display/POS.
◦ Developed designs using visuals and sketches into manufacturable products that are now in stores all over the world - liaising with factories both in China and the UK.
◦ Designed and developed never before seen products for 'Citizen' that improved on cost, weight and ease of use, of existing products in the market.

2016-2017

University Workshop Manager (Model Making)

Staff at De Montfort University

◦ Term time running of the workshop (plastics fabrication workshop, laser cutting + vacuum casting)
◦ Teaching students from a wide variety of creative disciplines, from Architecture to Lingerie design, on how to use various machines/hand tools, material properties and the most appropriate way to prototype their designs for their final degree shows.

2015-2017

Furniture Designer

Co-founder of Fifty Two Degrees, Commercial Furniture Design Studio

2014-2015

Industrial Model Maker

Meticulous Ltd (previously named Farmer Studios) -Large scale props, master planning & theme park design)

2009-2010

Technical Designer

◦ Research, design and manufacture of a silicone surface 'Frustrated Total Internal Light Refraction' Multi-touch display table for use in a History Exhibition to compete in the same field as Microsoft and Samsung but be more economical than any on the market to fit in with the clients budget.

Skills & Software

Solidworks

Solidworks Draughting

Keyshot Rendering

Adobe Photoshop/Illustrator/InDesign

Manufacturing Knowledge

Workshop Experience

Model Making/3D Printing/prototyping

Bespoke Commercial Furniture making

Qualifications

2011-2014

First Class BA (Hons) Degree - Industrial & Furniture Design - De Montfort University

Mentored in Furniture Design & Business by Edward Tadros (Ercol Chairman)

Awarded funding and business mentoring to develop furniture into a small business from The Innovation Centre