

Nallely Gamino

3 D A P P A R E L A R T I S T



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SUMMARY

3D Apparel Artist with 15 years of experience across design, art direction, and digital product development. What sets me apart is the ability to bridge traditional garment construction knowledge with cutting-edge 3D software like CLO and Browzwear — producing accurate, production-ready digital assets that move at the speed of today's industry. I merge sustainability, precision, and innovation to bring every concept from idea to reality.

EXPERIENCE

MAY 2021 – PRESENT

3D APPAREL ARTIST – STONY APPAREL/RLOOM

- Execute true to life digital twin garments in CLO 3D by digitally sewing and draping pattern pieces, including all trim and finishing details, thus reducing physical sample needs.
- Continuously advance technical expertise in 3D design tools to support the industry's shift toward more sustainable, digital-first workflows.

APRIL 2014 – MAY 2021

GRAPHIC/TEXTILE/CAD/3D ARTIST – MISS CHEVIOUS/ATWA

- Engineered diverse textile pattern prints, graphic screens, and intricate trims including crochet, lace, sequin, fur, and embellishments.
- Led cross-functional collaboration between design and technical teams to produce 2D and 3D CAD linesheets for market presentations and production orders.

SEPTEMBER 2012 – APRIL 2014

DESIGN ASSISTANT/CAD ARTIST – SECRET CHARM

- Researched seasonal trends to inform and support line development.
- Produced detailed CAD linesheets and comprehensive techpacks for production.
- Liaised with domestic and overseas factories to maintain quality standards across production runs.

JUNE 2011 – SEPTEMBER 2012

ASSISTANT DESIGNER – JENNY HAN

- Sketched garments and assembled look books.
- Sourced fabrics and trims for line development.

EDUCATION

FASHION INSTITUTE OF DESIGN & MERCHANDISING

2011 – Bachelor of Arts

SKILLS

- CLO 3D
- Adobe Photoshop
- PLM
- Browzwear
- Adobe Illustrator
- Microsoft Suite

LANGUAGES

- English
- Spanish