

ALEXANDRA CASEY

Product Development & Visualization

Los Angeles | (904) 629-9938 | [email](#) | [Portfolio](#) | [Linkedin](#)

Product development professional with a background in apparel and 3D visualization, focused on bringing soft and hard goods to life across lifestyle, fashion, and tech categories. I have over fifteen years of experience guiding concept development, prototyping, and execution, with a strong emphasis on material innovation, digital workflows, and cross-functional collaboration. My work bridges physical and digital spaces, combining hands-on knowledge with a forward-looking approach to storytelling through product.

SELECT RELEVANT EXPERIENCE

Amazon | 3D Art Director (Long term Contract)

September 2022-Present

Supported the development of VR-style shopping experiences and immersive digital environments for private label and co-branded launches. Collaborated with creative directors, product teams, and visual merchandising partners to deliver 3D visuals aligned with brand and customer experience goals.

- Designed conceptual virtual retail environments that combined product storytelling with interactive UX elements
- Created 3D imagery for launch campaigns across multiple categories, ensuring brand alignment and visual consistency
- Conducted QA on models, textures, and lighting to maintain quality and performance across digital assets
- Streamlined project workflows and delivery using Smartsheets and Figma to manage timelines, approvals, and feedback loops across global teams

Warner Bro. | *Black Adam* | Costume Development Manager

February 2020 - April 2021

Oversaw development of the Black Adam super-suit and eight supporting costume systems, each with unique R&D needs, fabrication pipelines, and performance requirements. Collaborated with designers, vendors, and 3D artists to translate creative direction into scalable, production-ready builds. Delivered over 75 custom components on time while managing complex timelines and shifting creative feedback.

- Developed a high-density screen printing process for stretch materials; oversaw 20+ material tests to meet visual and performance standards
- Managed cross-functional teams and coordinated production across 10+ vendors, ensuring quality, fit, and on-time delivery
- Partnered with 3D artists and manufacturers to integrate digitally sculpted hard goods with soft components across select character builds
- Adapted fabrication workflows in real time to align with evolving creative and technical needs across multiple pipelines

Paramount | *Star Trek: Picard* | Costume Development Manager

October 2018 - October 2019

Led technical development for future-forward uniforms and hero looks that reimaged a legacy brand through precise material execution and structured design. Managed parallel build pipelines for volume-based uniforms and limited-run costumes, balancing consistency, performance, and character-driven aesthetics across a large cast. Focused on minimalist tailoring, requiring intentional fabric selection and construction to hold form on camera.

- Prototyped structured knits and technical textiles to meet movement, durability, and visual standards for screen
- Created and managed PLM-style workflow using Airtable to track assets, manage timelines, and streamline approvals across departments
- Oversaw five simultaneous development tracks and coordinated deliverables across 15+ external vendors and fabrication partners
- Maintained product consistency and continuity across multiple episodes, adapting designs under tight timelines and evolving creative direction

Netflix | *G.L.O.W.* | Costume Development Manager

July 2016 - December 2017

Managed sourcing and technical development for a fast-paced, high-volume period series inspired by 1980s athletic wear. Partnered with designers, producers, and writers to translate creative direction into practical garment builds, balancing continuity, fit, and storytelling under demanding production conditions. Earned an Emmy nomination for Outstanding Period Costumes.

- Sourced and tracked over 2,000 garments; developed a material library to support rapid prototyping and continuity across 100+ characters
- Collaborated with vendors to replicate vintage spandex using modern stretch materials, ensuring performance and durability under stunt conditions
- Delivered up to 50 complete looks per shoot day, coordinating with internal teams to meet evolving creative needs and shifting production timelines

Lionsgate | *Hunger Games, Mockingjay Part I* | Costume Development Associate

July 2016 - December 2017

Oversaw large-scale uniform development and custom costume builds for a dystopian military aesthetic. Balanced mass production and specialty development while managing sourcing, prototyping, and cross-functional execution across multiple domestic teams. Worked under a demanding production schedule with three active film units operating simultaneously.

- Managed development and delivery of 1,000+ military uniforms, overseeing material procurement, vendor coordination, and internal build quality
- Directed specialty prototyping including stone washing, custom dye processes, and distressed surface treatments for narrative wear
- Coordinated deliverables across three 24-hour film units, tracking costume assets in real time and resolving logistical issues under high-volume conditions

TECHNICAL PROFICIENCIES

CLO-3D • Photoshop • Illustrator • InDesign • Figma • ProCreate • AirTable • SmartSheets