



Nico Monterosso

Set Dec - Senior Draughtsperson

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Experience

2024

Draughtsperson

Fantastic Four 'Bluemoon' - Marvel Studios - Set Decorator Jille Azis | Production Design Kasra Farahani

- Worked closely with Kasra to help realise the amount of detail he required for main set builds - produced drawings closer to industrial design manufacturing drawing packs than traditional set dec drawings, then having several progress meetings with the manufacturer/external prop build team and was also on set to direct the install and placement of props
- Created the original spaceship cockpit concept art for production design sign off and completed the drawings for Pilot/ Co-pilot cockpit area, as well as many other set pieces

2023-2024

Prop Modeller

Venom 3 'Orwell' - Sony Pictures - HOD Gavin Jones | Production Design Chris Lowe

- Prop making, determining what is economical to build in-house and what should be outsourced/made by a specialist manufacturer and project managing the builds.
- Developing or redrawing set dec drawings to improve manufacturability whilst still keeping the intended look

2023

Draughtsperson

Sandman 2 - Netflix - Client: NLS

- Design development and technical drawing pack for manufacturing the 'Throne Room' staircase

2023

Prop Modeller

Ghostbusters IV 'Firehouse' - Sony Pictures - HOD Ben Hall | Production Design Eve Stewart

- Prop making, often given a drawing for a hero prop and left to build, detail and determine what is economical to build in-house and what should be outsourced/made by a specialist manufacturer
- Developing or redrawing set dec drawings to improve manufacturability whilst still keeping the intended look

2022

3D Modeller

Loki S2 'Architect II' - Marvel Studios - HOD Craig Narramore, Asst. HOD Andrew Ainscow

- Concept model breakdown to Modelling to manufacturing and draughting/technical drawing
- Hands-on in the workshop + managing 3D Printers

2018-2022

Art Director - Theme Park Design

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 + concept artist theme park industry projects, including the 'Tharsis One Launch Vehicle'. 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

2017-2018

Special Operations Designer

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

2016-2017

University Workshop Manager (Model Making)

De Montfort University

2015-2017

Furniture Designer - Mentored by Edward Tadros (Ercol Owner/Chairman)

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

2014-2015

Industrial Model Maker

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

2009-2010

Technical Designer

Interactive History Exhibition Design & Build

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

References

Kasra Farahani

Production Designer
(details on request)

Richard Jolley

Set Dec Art Director
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