

Jett Robinson

360 Huntington Ave • Boston, Massachusetts, 02115 • robinson.jet@northeastern.edu • 318-763-9342 • jettrobinson.org

Education

Northeastern University

B.S. in Business Administration & Data Science | Expected May 2030

Boston, MA

August 2026 - Present

Study Abroad

Study abroad coursework for Northeastern's N.U.in program

Thessaloniki, Greece

September 2026 - December 2026

Loyola College Prep

4.3928 CGPA | 34 ACT | 1500 SAT

Shreveport, Louisiana

2026

Experience

LSUS

3D Design Specialist

Shreveport, Louisiana

September 2023-October 2025

- Translated researchers' verbal concepts into 3D models, figures, diagrams, renders, and animations for medical and biological projects
- Created visual assets for 5 research papers and projects, including zebrafish visualizations and medical-device concepts
- Built Blender-based workflows that mapped patient data into 3D space, reducing manual work and revealing trends that were difficult to see in raw datasets
- Documented repeatable modeling workflows, built reusable templates, and trained a replacement to sustain the work after my time

3D MedPrint

3D Medical Visualization Specialist

Shreveport, Louisiana

August 2025 – May 2026

- Reconstructed anatomy and injury patterns for approximately 16 medical-malpractice projects using Blender, 3D Slicer, and ZBrush
- Segmented DICOM data, cleaned meshes, sculpted injuries, and refined imperfect scan geometry into clear, usable 3D models
- Worked with a small technical team to compare reconstructed geometry against scan data and improve anatomical accuracy
- Prepared defensible visualizations and physical-model assets for attorneys, with select work used in litigation

Leadership & Activities

- Served as Student Government President at Loyola College Prep for 2 years, representing ~400 students and helping raise \$15,000+ through events and fundraisers
- Shot and edited social content for Shreveport Little Theatre, helping grow Facebook and Instagram from ~100 to 9,000+ followers in 8 months
- Completed 50+ referral-driven 3D commissions totaling approximately \$15,000 in freelance revenue across characters, environments, architecture, props, and logos

Skills & Interests

- 3,000+ hours in Blender; advanced in sculpting, compositing, rigging, animation, shaders, texturing, lighting, and rendering
- Medical / technical visualization: DICOM workflows, 3D Slicer, ZBrush, Fusion 360, mesh cleanup, anatomy reconstruction, and 3D-print preparation
- Programming & web: HTML, CSS, JavaScript, C# / Unity, introductory Python, and Blender scripting for data-driven workflows
- Adobe Creative Cloud: Photoshop, Illustrator, Premiere Pro, and After Effects; 722K+ YouTube views and 26K+ watch hours
- Strong interest in data visualization, lighting, technical communication, and translating complex ideas into visual systems