

Jonathan Schipper

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I have been creating inspired objects for 25 years, ranging from large sculptures to exquisitely crafted hand-held electronic devices. I'm driven to design and bring complex projects to life.

EXPERIENCE

EXOVault www.exovault.com

2009 - 2023

Founder - Creative Director - Product Designer - Engineer - Production Manager

Driven to make a better object, I founded EXOVault in 2009 to bring art to everyday objects. I built the company into a globally recognized entity, synonymous with quality and an individual aesthetic. I worked primarily as the Creative Director, developing a cohesive vision and feel for the brand and the complex objects we produced. I also worked as the head designer and engineer, bringing exact and focused precision and beauty to all the products we offered. As Production Manager, I was responsible for designing and implementing in-house and overseas mass production.

EXOVault grew from my interest in design and art into a thriving operation with around twenty employees. I was able to nurture talent using honesty and integrity to assess our strengths and weakness to work to collectively achieve our goals. We were primarily an online retailer moving millions of dollars worth of products through our online store. Cutting through the clouds of misconception through relentless discipline and focus I was able to find and maintain the aesthetic soul and heart of EXOVault that connected to thousands of customers who returned year after year to buy new versions of products.

Sculptor

1996 - 2023

I'm an internationally recognized sculptor. I have shown my work in museum shows alongside Roman Singer, Christian Marclay, Ai Weiwei, Jean Tinguely, Anselm Kiefer, and Nam June Paik among many others. I worked with curators and museum directors over the course of years negotiating aesthetics, budgets, architecture, politics, physical realities, logistical constraints, and personalities, to bring to fruition many large complex pieces.

General Motion

2001 - 2009

Founder - Fabricator - Engineer - Machinist

I founded General Motion in 2001 as an Engineering-Fabrication shop specializing in animatronic sculptures, high-end art, and architectural metal fabrication. Highlights include working with the Jim Henson Company producing over one hundred animatronic puppets and producing metal work for Philippe Starck, Robert Lazarrini, Vito Acconci, and hundreds of other clients.

EDUCATION

Skowhegan School of Painting and Sculpture
Rinehart School of Sculpture, Baltimore, MD, MFA, Sculpture
San Francisco Art Institute, San Francisco, CA, BFA, Sculpture

SKILLS

- Creative Direction - 12yrs
 - Visionary
 - Team Management
 - Brand Building
- Product Design - 17yrs
 - Expert CAD design in Solidworks
 - Hundreds of products brought to markets millions of dollars in sales
 - Photorealistic Rendering still and animated
- Engineering - CAD - 19 yrs
 - Robotics
 - Custom robotic Sculptures
 - Profesional Robotic Integration
 - Programming and cell design
 - Electrical digital control systems
 - PC Control of robotic system up to 24 motor synchronized motion
 - CNC machine building
 - Embedded electronics
 - Arduino and other embedded control systems
 - Large-scale structural sculptures design fabrication and installation
 - Solidworks weldments
- Manufacturing - Production - 14 - yrs
 - CNC Programming
 - Production Workcell Design
 - CNC Fixture Design
 - Production Team Management
 - Offshore production Management
- Fabrication - 27yrs
 - Metal Forming
 - Welding - Brazing - 27yrs
 - Welded part for the Wide-field Infrared Survey Explorer Spacecraft
 - Manual Machining
 - Milling and turning - 27yrs
 - Bending
 - High-end metal fabrication and finishing
 - Steel - Stainless Steel - Brass - Aluminium - Titanium
 - Plastics
 - Laser cutting - Forming - Joining - Engraving
 - Woodworking - 27 yrs
 - Moldmaking
- Photography - Expert photographed all EXOvaults products and my sculpture for 27 yrs
 - Product - Lifestyle
- Videography - 5yrs
 - Production - Editing
- Software
 - Solidworks - 15 yrs
 - Solidcam - 15 yrs
 - Lightroom - 7 yrs
 - Photoshop - 25 yrs
 - Premiere - 9 yrs
 - Illustrator - 5 yrs
 - Keyshot - 5 yrs
 - Blender - 1 yr
 - Asana - 3 yrs
 - Heliconfocus - 8 yrs
 - After Effects - 1 yrs
 - Visual Basic - 5 yrs
 - Shopify - 7 yrs
 - Windows Admin - 20 yrs
 - Google Workspace Admin - 5 yrs