



**GABRIEL**

**DURO**

**FASHION  
PRODUCT  
DESIGNER**

Apparel, 3D & Concept Development

2026

- 10+ YEARS ACROSS APPAREL, FOOTWEAR, AND 3D PRODUCT DEVELOPMENT
- STRONG BRIDGE BETWEEN CONCEPT, TECHNICAL EXECUTION, AND PRODUCTION
- EXPERIENCED IN BOTH COMMERCIAL ENVIRONMENTS AND EXPERIMENTAL PROJECTS, ADAPTING QUICKLY TO DIFFERENT BRAND NEEDS.
- COMFORTABLE OWNING END-TO-END WORKFLOWS WHILE COLLABORATING ACROSS CREATIVE, TECHNICAL, AND PRODUCTION TEAMS.

## **DESIGN & PRODUCT**

Apparel & accessories development  
Tech packs & production follow-up  
Materials, construction & fit logic

## **3D & DIGITAL**

CLO 3D · Browzwear  
Blender · Digital prototyping  
3D visualization for sampling &  
communication

## **WORKFLOW**

Concept → production ownership  
Cross-functional collaboration  
Fast-paced, adaptive environments



## GHOST DESIGNS

### 3D Apparel Concept Development

**Conceptual performance apparel proposal for a racket-sports brand.**

- Conceptual performance apparel proposal developed from an existing brand identity
- 3D garment mockups created to visualize silhouettes, fit, and movement
- Focus on sport-specific functionality, materials, and commercial viability



- Apparel system including tops, bottoms, and accessories
- Consistent visual language across silhouettes and categories
- Designed for flexibility, layering, and sport-oriented use

Branding shown as part of a conceptual proposal



## WOMENSWEAR

### Commercial Apparel Proposal

**Minimal womenswear proposal developed for efficient production and commercial adaptability.**

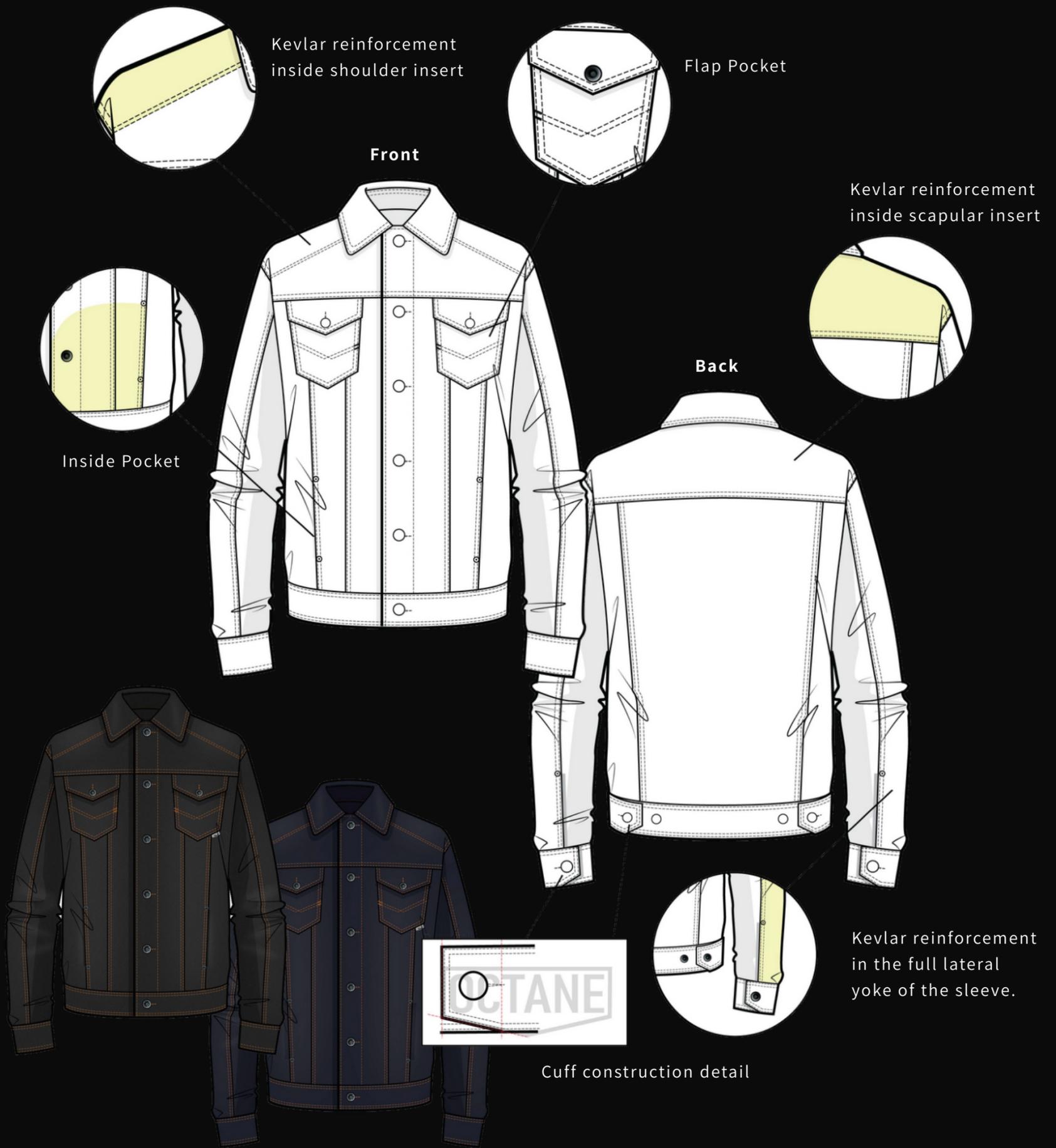
- Clean silhouettes designed for fast production and scalable merchandising
- Exploration of color variations within a minimal design language
- Focus on proportion, wearability, and brand alignment

Branding shown as part of a conceptual proposal



- Three-look proposal structured as a cohesive mini-collection
- Balanced layering and adaptable styling options
- Designed for commercial flexibility across multiple contexts

Branding shown as part of a conceptual proposal



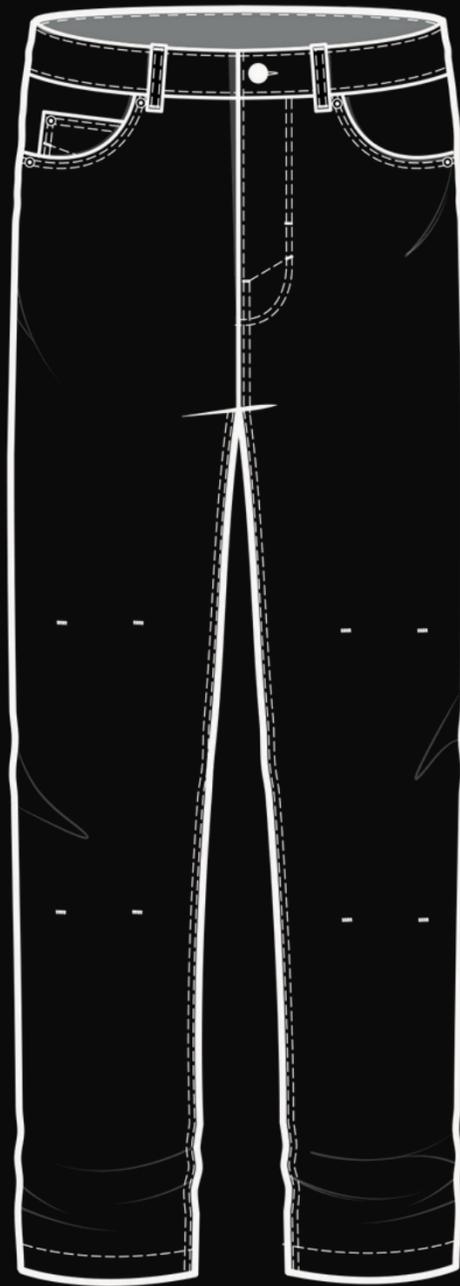
## MOTOWEAR

### Technical Apparel Development

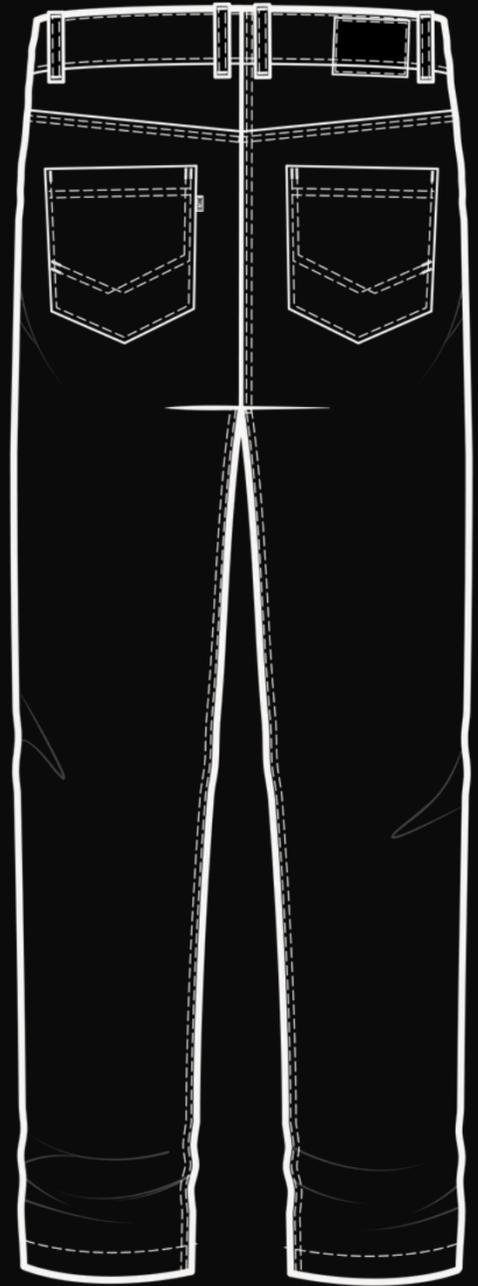
**Protective motorcycle apparel focused on performance, safety, and durability.**

- Development of technical garments using protective materials such as Dyneema and Armalith
- Exploration of construction methods, protection placement, and functional detailing
- Design and development across apparel, footwear, and supporting brand elements

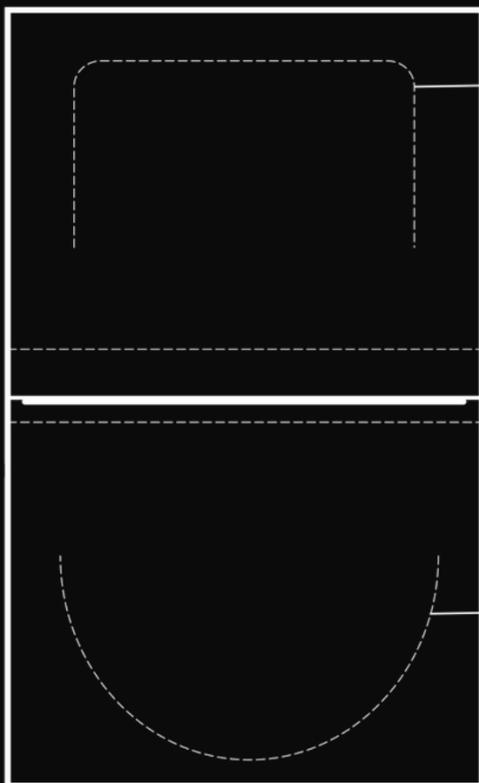
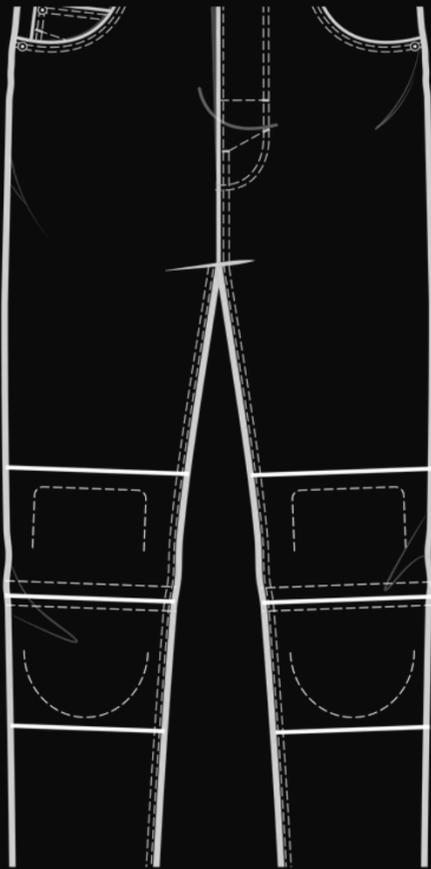
Front



Back



Inside protection pocket view



Stitching with the shape of the impact protection armor

4CM Overlap opening for security

Stitching with the shape of the impact protection armor

## MOTOWEAR

### Technical Apparel Development

- Reinforced zones designed for abrasion and impact resistance
- Construction logic supporting protective inserts and durability
- Technical development focused on safety, mobility, and wearability

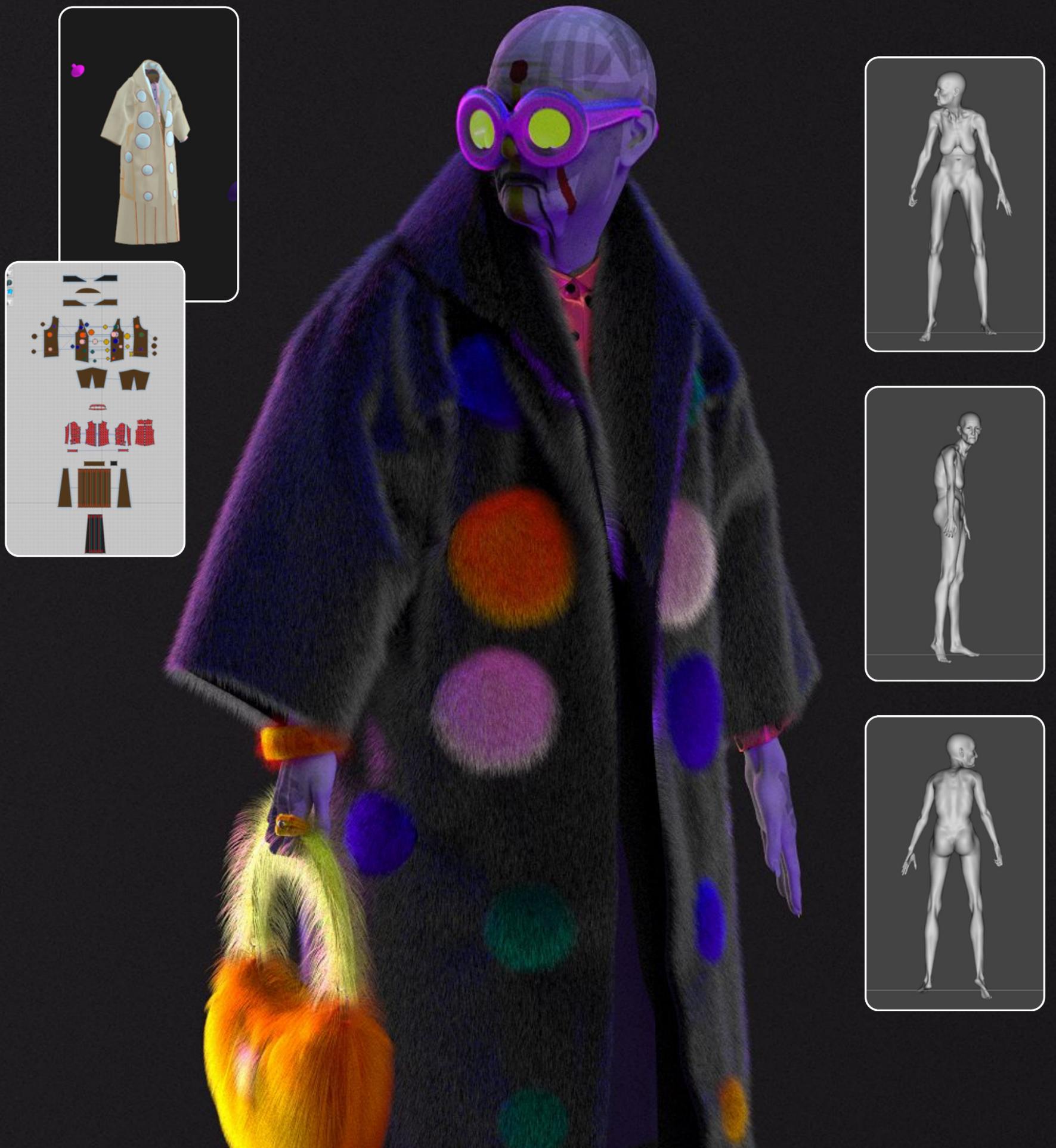


## NETICS

### Digital Fashion System - Origin Collection

**Original digital fashion universe exploring the boundary between physical and virtual identity.**

- Original fashion system initiated through illustration-led collection design
- Exploration of identity, technology, and the body through speculative garments
- Foundation for an evolving digital world developed across multiple formats



## NETICS

### 3D Character & Garment Execution

Original digital fashion universe exploring the boundary between physical and virtual identity.

- 3D character and garment development across DAZ Studio, Blender, and CLO 3D
- Asset integration and iteration to achieve cohesive final renders
- Focus on silhouette, material behavior, and digital construction logic

# GABRIEL DURO

FASHION PRODUCT DESIGNER

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